

GAME TRADE MAGAZINE



WARHAMMER FANTASY FROLE-PLAY

LUSTRIA

\$3.99^{US} \$3.72^{CAN}

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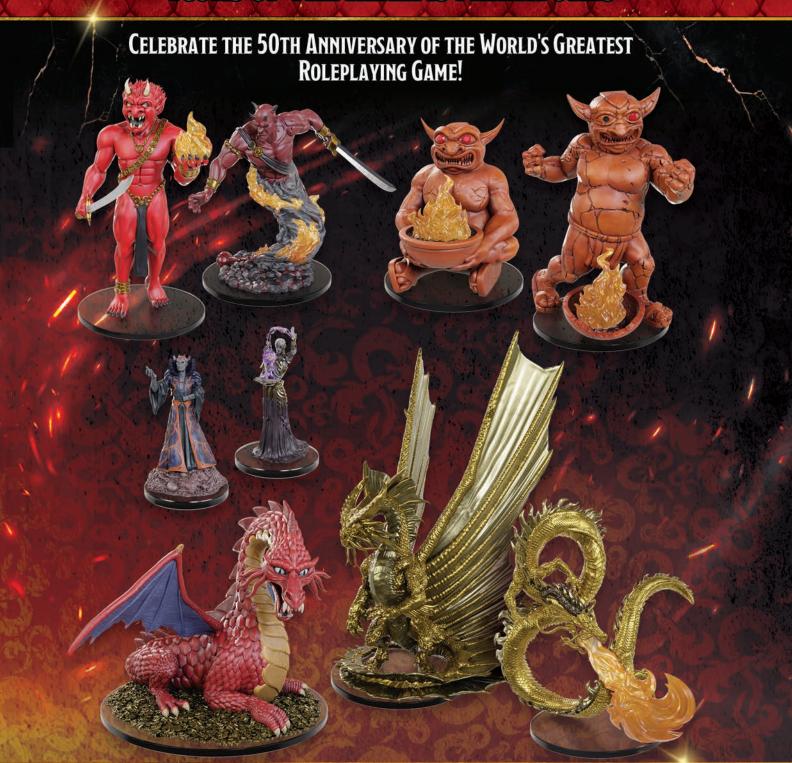




- FOLLOW THE JOURNEY OF CREATION, EXPANSION, DEATH, AND REBIRTH WITH RAVENSBURGER'S MYCELIA!
- THE FIRE AND SWORDS EXPANSION BRINGS NEW CHALLENGES TO THE WAR OF THE RING TCG FROM ARES GAMES!



ICONS OF THE REALMS MINIATURES



Booster Brick SKU: 96296 - MSRP: \$199.92

Classic Red Dragon SKU: 96298 - MSRP: \$29.99



within 3 hours."

TerreDice Games

don't think I've seen any other game do it, and I want to see more!"

> Ruel on Rahdo Runs Through

it's easy breezy... but still engaging and thinky."

Foster the Meeple

ravensburger.com





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OR CREATE YOUR OWN













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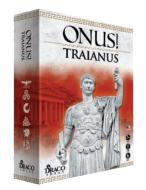


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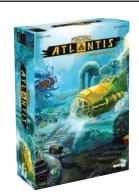
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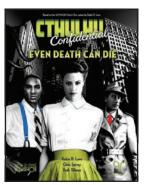


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by Julie Ahern



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FROM THE EDITOR

Greetings Dear Readers!

Welcome to your spring edition of GTM!

Holy cats – do we have an issue for you this month! This is no April Fool's joke (or *Poisson D'Avril!*), your April *GTM* is a hefty boi.

We get things rolling with the latest from Cubicle 7 – the *Lustria* sourcebook for the *Warhammer Fantasy Role-Playing Game!* With this all-new resource, players can journey across the Great Ocean and explore the fabled lands of Lustria seeking treasure and forgotten knowledge, but beware! Great danger and mysterious challenges await

knowledge, but beware! Great danger and mysterious challenges await!

Speaking of ancient lands and hidden treasures, travel to the fabled realm of Middle-earth with the latest expansion for the War of the Ring card game from Ares, Fire and Swords! This latest addition brings new challenges to the game in the form of battlegrounds and factions and introduces six-player play for even more epic battles and victories.

Now, if you prefer your card games to be a bit more whimsical but still enjoy fantasy, be sure to take a closer look at the behind-the-scenes interview with designer Daniel Greiner for *Mycelia*. Ravensburger's latest is a delightful deck-building game filled with fantastic mushroom characters, shining dewdrops, and more as you strategically move your way to victory.

So, remember how I mentioned that the April *GTM* is a hefty boi? There are over 600 new products in this month's catalog of offerings, and while some may be items like new paint offerings or the like, the vast majority are all-new games and expansions for you to consider and enjoy! I am confident that you and yours will see something you like in this "heckin chonker" of an issue!

As we part this month, I would like to take a moment and wish my Mom a very happy birthday. Her patience and understanding helped nurse my love of games from an early age. That support helped inspire me to become the gamer I am today, as well as editor of our beloved *Game Trade Magazine*. Thank you, and happy birthday Mom!

Game on! JG



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GTM

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SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

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USERS GUIDE



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's first issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a differen game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!



FEATURES: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.



spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories an more to help enhance your play experience



REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

UL' F R DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneakpeek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.



PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



exclusives: While virtually ALL of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fanfavorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.





HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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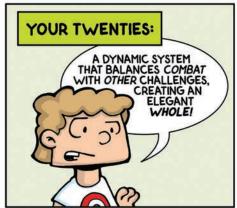
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FOR LAUGHS











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FROM VETERAN GAMES DESIGNER JAMES HEWITT (NECROMUNDA, HELLBOY - THE BOARD GAME) COMES FALLOUT: FACTIONS, A BRAND-NEW MINIATURE SKIRMISH GAME WHERE RAIDERS BATTLE IT OUT FOR CONTROL OF NUKA-WORLD. BUILD YOUR CREW, SELECT YOUR PLOYS, AND WATCH YOUR TEAM GROW INTO A FEARSOME FIGHTING FORCE ACROSS MULTIPLE FAST AND FURIOUS PVP MATCHES.

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OR WILL THEY BE THE ONES CLIMBED OVER?

"Bethesda

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WARHAMMER FANTASY RPG: LUSTRIA SETTING BOOK

CB7 2477.....\$49.99

Available Q1 2024!

WARHAMMER FANTASY RPG: LUSTRIA SETTING BOOK - COLLECTOR'S EDITION

CB7 2496.....\$99.99

Available Q1 2024!

Games of Warhammer Fantasy Roleplay regularly see bands of bold adventurers pitted against the odds in dire situations. Tales of high heroics and endless riches may inspire prospective fortune hunters, but grim reality often sees them devoured by monsters, mangled by traps, or struck down by the embrace of disease or the elements.

And these are the perils of the Old World, threats that await adventurers should they dare to simply step out of their front doors. How much worse could things become if they dare to undertake a journey across the Great Ocean, to the fabled land of Lustria? This malefic and mysterious continent is explored in Warhammer Fantasy Roleplay: Lustria, a thrilling new book from Cubicle 7 Games.

Lustria is a strange and exotic continent. While players of Warhammer Fantasy Roleplay may be well-versed in exploring the long-standing human nations of the Old World, Lustria offers an entirely new frontier, ripe with untold dangers and untapped potential. Forget the safety of fortified cities and disciplined armies; in Lustria, survival is a constant struggle against monstrous beasts, virulent illnesses, and hostile denizens. Only the most foolhardy adventurers would depart the relative safety of the Old World and sail to the West to seek their fortunes in Lustria.

Yet many intrepid souls do just that, tempted across the Great Ocean to explore the mysterious land. Lustria was discovered by explorers from the Old World over a thousand years ago, yet no nation has been able to do more than establish precarious settlements around the continent's eastern coastline. The monstrous creatures, deadly diseases, impenetrable jungle, and hostile inhabitants make simple survival a ceaseless challenge.. To those drawn by the allure of riches, Lustria remains largely uncharted, its secrets guarded by impenetrable jungles and ancient civilizations.

Lustria is a 224 page book for players and GMs of Warhammer Fantasy Roleplay. It is available as a standard edition, which is lavishly illustrated with artwork and maps of the various regions of Lustria. The book draws on decades of carefully researched Warhammer lore, packed full of fascinating creatures, perilous locations, tools for both GMs and players, and endless gaming inspiration!. The book is also available

as a sumptuous Collectors' Edition, which is bound in a teal cover embossed with a lizard-skin pattern and gold leaf details. The pages are edged

in gold leaf.

The book opens with a history of the mysterious continent, which is tied in closely to the shaping of the world, the development of Elves, Dwarfs and Humans, and the coming of Chaos. Such lore will be familiar to many fans of Warhammer Fantasy, but it is presented here to help clarify what a scholar from the Old World nations would know themselves and helps GMs distinguish between what they know as fans, and what the (largely illiterate and ignorant) inhabitants of the Old World nations would think themselves.

At the heart of Lustria lie the sprawling Temple-Cities of the Lizardmen, where Slann Mage-Priests labour to enact the cryptic designs of the Old Ones. This grand scheme, so the Slann believe, was first concocted by the Old Ones, semi-divine alien visitors to the world who went on to become its architects.

These ancient and mysterious beings have since deserted the world, or perished in the catastrophe that saw the emergence of Chaos. They left word of their plans on golden plaques, but their instructions are not always clear, and many of the Slann Mage-Priests have wildly differing interpretations of these directions.

For the most part the differences of opinion among the Slann amount to little more than philosophical disputation, but they can grow out of hand, leading to clashes between armies of Lizardmen, or the unleashing of powerful spells that reshape whole continents (to the considerable surprise of the people who live upon them).

The Slann and Lizardmen are the oldest inhabitants of Lustria, and the only beings in the world who are accustomed to its extreme climate, noisome diseases, and deadly fauna and flora. However, they are not the only species to make a lair within the swamps and jungles of the mysterious continent. Long ago a clan of the rat-like Skaven emerged from their tunnels into the steamy Lustrian interior. Beset by sickness they struck a dark pact with a pernicious and pestiferous power, re-emerging from their underground lairs as the Plague Monks of Clan Pestilens, and imbued with new reserves of resilience and an overriding purpose to spread decay and despair.

The easternmost shores of Lustria are known as the Vampire Coast. Patrols of the animated corpses of drowned mariners and forlorn explorers march under the tattered flags of Luthor Harkon. This self-styled Arch-Commodore and Emperor rules his domain from a decrepit castle built deep within the foetid borders of the Zombie Swamps, and his armies of ghouls, ghosts, vampires, and zombies prey upon those who stray within sight of his domain.



Threats such as Luthor Harkon, Lord Skrolk of Clan Pestilens, and several Lizardmen Characters are described so that GMs can pit them against their players as powerful nemeses.

Join us on an your next intrepid adventure, for even amidst such dangers, the allure of Lustria persists. From daring raids to ambitious trading ventures, the continent offers endless opportunities for those brave enough to seize them. But players will have to tread carefully, for while every step taken might bring them closer to the riches they covet, it also draws them that much closer to a gruesome demise.

Dave Allen is an ageing and overweight Developer for Cubicle 7. He has written a number of adventures and articles for Warhammer Fantasy Roleplay, enjoys playing the mandolin, and lives by the seaside in Northern Ireland with a pet hermit crab.



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CELEBRATING 50 YEARS OF DUNGEONS & DRAGONS WIZKIDS

DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 31 50TH ANNIVERSARY BOOSTER BRICK (8)

WZK 96296 \$199.92

Available June 2024!

Dungeons & Dragons, the franchise that launched tabletop gaming hobbies for generations to come, is turning 50 years old. WizKids is celebrating with a collection of nostalgic miniatures that

showcase how the classic fantasy roleplaying game has evolved over the years. Among the treasures unveiled for enthusiasts and collectors alike are a set of miniatures that pay homage to the game's rich history. Let's delve into the magic of the D&D lcons of the Realms 50th Anniversary series, exploring the captivating details of the miniatures that bring the world of D&D to life, and maybe even finding a few magic items along the way.





INSPIRED BY THE PAST

At the forefront of WizKids' anniversary celebration is the 31st set in their *Dungeons & Dragons* pre-painted miniatures catalogue. This set, comprised of 50 miniatures, plus 10 secret rare chase minis, documents D&D's history. WizKids announced two of the 10 secret miniatures: the Blue Wizard and Green Knight from the iconic 1977 cover of the *Dungeons & Dragons Basic Set*!

The set of 50 table-ready miniatures features 25 instantly recognizable characters and creatures. Each character or creature has two sculpts in the set: their first-edition design and their modern look from *Dungeons & Dragons Fifth Edition*.

The characters and creatures featured in this set include the cunning bugbear, devilish pit fiend, and Strahd von Zarovich, to name a few. Each miniature is a testament to *Dungeons & Dragons'* evolving design, making it a must-have for avid collectors and enthusiasts.

DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 31 50TH ANNIVERSARY CLASSIC RED DRAGON BOXED MINIATURE

WZK 96298.....\$29.99

Available July 2024!



WizKids is offering this 50th Anniversary collection in the Booster Brick format. This configuration contains 8 Boosters. Each Booster contains 4 randomly assorted miniatures (1 Large figure and 3 Medium or Small figures) from the set. The Booster Brick contains 32 total randomly assorted miniatures.



REVISITING ADVENTURE: CLASSIC RED DRAGON

The 50th Anniversary collection also includes a standalone boxed miniature: the *Classic Red Dragon*! This Huge-sized, pre-painted miniature is a breathtaking rendition of the red dragon from the *Basic Set* cover. Paired with the Blue Wizard





Whether you're reliving the memories of your earliest adventures or introducing new generations to the wonders of *Dungeons & Dragons*, the Classic Red Dragon is a symbol of the game's enduring legacy. Its presence on the tabletop invokes a sense of awe, reminding players of the timeless stories and epic encounters that have defined the world of *D&D*.

The 50th Anniversary collection Booster Brick and Classic Red Dragon boxed miniature are available for preorder now at friendly local game stores and will be available for purchase in July 2024.

HONORING DUNGEONS & DRAGONS' ARTISTIC TRADITION

Looking back at some of *D&D*'s classic artwork was a deliberate choice for WizKids. The *D&D* team at the premiere RPG accessories producer embarked on their first adventures all throughout the game's history. Some began searching for the unknown, while others first found themselves in the popular Forgotten Realms.

"When I started working on the set list, my first step was to unearth my collection of old school *D&D* books and modules to rediscover the nostalgic art that got me excited as a kid," Senior RPG Producer Joe Nuzzo said. "The artwork in the Basic Set, the iconic red box, and the Fiend Folio, really ignited my love of *D&D* then and still does now."

The D&D lcons of the Realms 50th Anniversary series encapsulates the essence of Dungeons & Dragons, celebrating its rich history and evolution. Whether you're a seasoned adventurer or a newcomer to the realms, these miniatures offer a tangible connection to the magic that has captivated generations of players. As we embark on the next 50 years of Dungeons & Dragons, these miniatures stand as a testament to the enduring legacy of a game that has sparked imagination and forged unforgettable tales across countless tabletops.

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LOOK FOR LIFE AMONG THE STARS IN THE SEARCH FOR UAPS!

THE SEARCH FOR UAPS

RGS 02692 \$45.00 | Available August 2024!

Many believe that other forms of life exist in our mysterious and expansive universe. Some believe they have seen proof of this existence, citing Unidentified Anomalous Phenomena, also known as UAPs. The new Renegade Game Studios game, The Search for UAPs, is about the real-world search for UAPs. In this game you are an astronomy enthusiast and you've recently seen something in the evening stargazing that you can't explain. Using your telescope, camera, and computer research, you're trying to track down this UAP to help the global scientific community gain a better understanding. While UAPs have been spotted all over the world, you'll be focusing on the edge of space, where it is possible that these objects might be. Look into the sky for answers...

The Search for UAPs follows up the hit games The Search for Lost Species and The Search for Planet X. In this new and unique game, players will use logic and deduction to look for UAPs in Earth's orbit. This is easier said than done, as new, rotating Orbits via a dynamic magnetic game board and variable amounts of objects add more challenge! Like the two previous games in the series, there is a free companion app needed to play the game. This app will guide players through the game and will create unique scenarios for

each playthrough.

There are eight types of objects that players are looking for in this

game. They include the Hubble Space Telescope, the International Space Station, Spy Satellites, Meteor Showers, Communication Satellites, Navigation Satellites, Space Junk, and the UAP. These objects are located throughout two different Orbits with each Orbit being divided into Sectors. Part of the challenge is that the inner Orbit is geosynchronous, meaning objects in it move with the rotation of the Earth. The whole game board is also divided into quadrants, with Quadrant Modifiers changing rules in that specific Quadrant. Players have to use what they know about the objects to try and find them. Each object has its own logic

rule that helps players discern their location. Using your knowledge of space and the objects you are hunting for, it's time to start gathering

some evidence!





In The Search for UAPs, players take actions that help them gain new information about the objects they are looking for. The tricky part

is that these actions take time to complete, and a player's position on the time track determines turn order. If a player is willing to spend a lot of time, they could gain valuable information. But while they wait for their next turn, other players may have the chance to take more turns. In short, time is a valuable resource in this search and must be considered when choosing your actions. Actions include moving your Researcher, surveying your Quadrant, taking a photo, analyzing satellite data, targeting, and finding the UAP. Each action has a unique way of helping players find out information.

When someone believes they know the

location of the UAP, that player must identify the sector they believe the UAP is located in, along with what is located in all three neighboring sectors. If they are able to identify all four things correctly, the game is over! Just because that player found the UAP first, doesn't mean they win the game. Points are scored for verified photos and finding the

UAP. Whoever scored the most points wins the game!

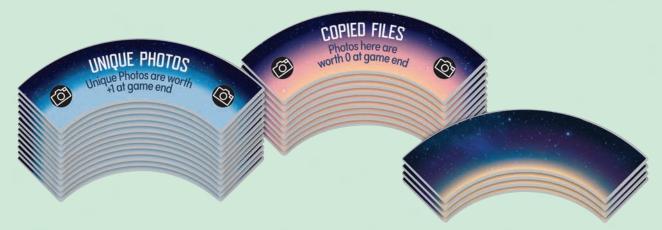
As an added feature, The Search for UAPs also has a solo mode where players can play against the app's AI. The use of the app makes competing against the AI simple as it manages the actions and photos the AI takes. It operates in real time, assessing the game state based on quadrant modifiers and what photo you, as the player, have taken and verified during the game. Player turns are taken with no changes to the multiplayer rules, and the app will inform you about actions the AI has taken in its turn, and how far to move it on the time track. The solo player will be victorious if they have more points than the AI.



To enhance re-playability and difficulty, this game has two modes, basic and expert. The board is double sided, one side being for the basic mode, and the other being for the expert mode which contains more sectors to increase the challenge for experienced players. Switching between modes is as easy as flipping the board and selecting the correct mode on the app during setup. As with all Renegade Games' "Search For" series titles, players are also able to scale the game difficulty for each individual player. During setup, players can pick their own difficulty level by choosing how many hints they start the game with. Experienced players can compete against newer or younger players in the same game! These features make this game perfect for any type of gamer and allow players to grow into the more challenging modes of gameplay.

The Search for UAPs, designed by Ted Alspach, is the next hit game for those who love logic and deduction game experiences. This game supports 1-5 players, ages 14 and older, and plays in 60-75 minutes. Get your copy soon, this game is sure to fly off of the shelves!







Melia

Ravensburger

MYCELIA

RVN 27538.....\$39.99

Available Now!

Ravensburger's new board Game Mycelia is a deckbuilding game of strategic movement, shiny dewdrops, and a colorful cast of adorable Mushrooms. Designer Daniel Greiner took the time to answer a few questions and share a bit from behind the scenes of the creation of his family strategy game for 1-4 players.

What was your Inspiration for Mycelia?

I've always been a big fan of deckbuilding games. In the summer of 2020, my wife and I regularly played deckbuilding games with friends remotely. We played so much that the actions started to get stale. I came up with my own cards to add variety, and eventually my wife asked, "Why don't you create your own game?" I'd toyed around with game ideas in the past, so I listened and started working on Mycelia.

An early design goal was to create a deckbuilding game that would offer variety and extended discovery. Simultaneously, I wanted to break down the deckbuilding mechanic for easy game entry—I realized, the more people who understood this game, the more people who could play with me! Ultimately, I was aiming to keep the game simple enough that even my non-gamer parents could enjoy it. Throughout the process I kept these two things in mind.



How did you go from this basic idea to the first prototype?

Cards I created for an older prototype had a Japanese folklore (Yokai) motif, so I kept the theme as a starting point. I wanted the game to have a board, so that there was a nicely illustrated world to draw the players in, and I wanted the cards to interact with the board. In a first draft, the player's position on the board granted access to cards, which in return allowed for better movement. To win, players needed to be the first to climb a stairway on a mountaintop-shrine. I created cards, doodled game boards, and played against myself. Then I scrapped most of the game (as you often do with first drafts) but I kept the idea of a "race to the finish."



After scrapping the first draft how did you refine it to where you realized you were on to something magical? I thought about other deckbuilding games with boards and racing toward a goal (notably Quest for El Dorado), and I wanted to differentiate my design from them. I wanted to make my game stand out, so I decided not to represent the players on a shared game board and experimented with giving each player different goals and their own board. I made the goal something most people enjoy, making things tidy and organized.





The Yokai inspired me thematically: a lot of them are tricksters, playing pranks on people and creating chaos. I thought it might be fun to turn that idea around and have the Yokai be helpful and mischievous at the same time. Players would collect Yokai cards and use them to scare all the "pesky humans" (meeples) off the board. While meeples eventually became dewdrops and Yokai became mushrooms, this core element stays true in the final design. Each mushroom has its own rules on how they can move dewdrops from specific spaces, and players must assemble a balanced team to clear the board to win.



The "tidying up the board" mechanic resonated with play testers and myself. I had a grip on what the cards would allow you to do — and what they wouldn't allow you to do. I created lots of charts and tables for the card pool, narrowed down the design by finding possible combos and card types. This was a very intense but satisfying process. With each rework, I was rewarded seeing the game more and more refined and fun. Suddenly there was this feeling of discovery and variety that I had set as a goal from the start, while the gameplay remained simple: play 3 cards and clear your board to win.

At what point did you incorporate the current theme?

When I presented the game to Ravensburger, the mechanics immediately resonated, but we wanted the theme to be unique, cute, welcoming, and familiar. At one point we had cards with animals that collected snowflakes from a forest, and that last part, the nature design, stuck around. The mushrooms came from the art team and were such a lovely idea! Once we saw the first designs for these humanized creatures we were immediately convinced. Then we fleshed out the world surrounding the mushrooms. What do mushrooms like to collect? Water—in the form of dewdrops of course! Where do they take them? That is when the idea of the shrine came about. It took time to figure it out. I did have a tracker already, but not a 3D one. Lastly, I was happy that I got to write the flavor text. I may not have started with mushrooms, but soon they were my beloved babies.

Who is your favorite mushroom?

That's a very difficult question, I really like all of them – they're such a lively and colorful bunch! I especially like the sense of adventure and courage that "Russula virescens" evokes—the green mushroom wandering the tall grass. The three singing bards "Sarcoscypha coccinea" are also some of my favorites, they just seem so silly and joyful, I'd join their parade in a heartbeat! In the end though, I think my favorite is "Clathrus archeri", the slimy and gloomy tentaclemushroom that reads your (mis-) fortune from his magic orb. He has very strong over-the-top "cartoon villain" energy and those are my favorite kinds of characters!

Daniel's easy to learn yet immersive deckbuilding game is now available at a game store near you. So, whether you use it to introduce friends and family members to this mechanic or to add some adorable mushrooms to your next game night, Ravensburger's Mycelia is the perfect edition to any game collection.



GTM APRIL 2024 19



Historical Miniature Wargame...Without Miniatures

ONUS! TRAIANUS

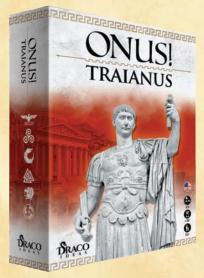
CGA 15001..... \$70.00 | Available Q2 2024!

ONUS!: TERRIAN AND FORTRESS EXPANSION

CGA 15002......\$35.00 Available Q2 2024!

At the break of dawn, Trajan examines his steel legions as they prepare for battle. Thousands of soldiers are marching to meet their fate - and to forge the fate of their empire. They are the power to be reckoned with, but is this power worth anything without a talented strategist at its head?

ONUS! Traianus is a dynamic wargame that offers an immersive



experience reminiscent of miniature games with vast armies, strategic maneuvers and battle formations. It does it with cards, removing the challenge of managing hundreds of miniatures a typical wargame requires. The game offers a true wargaming experience at the cost of a medium board game, presents engaging an and easily accessible package appealing to both experienced and casual players.

The game features cards of three types: units (from Roman legionaries

Parthian cataphracts or Celtic war chariots) that are used instead of miniatures, Generals, and multi-purpose Actions that can be played as orders to activate units, or events — to gain advantage in combat.



ORDER OF BATTLE

The game is a standalone title in the acclaimed ONUS! system that recreates ancient conflicts from three-four centuries BC (Rome Vs Carthage, Greeks & Persians) to first centuries AD.

ONUS! Traianus introduces diverse armies, including Imperial Rome, the Parthian Empire, the Dacian Kingdom, Celtic, Sarmatian, and Germanic tribes, and mercenaries. The game features

both a point-based army creation, and historical scenarios with pre-made armies.

During the game, players take turns, with the active player performing all the phases of the turn one by one. Each turn, Action cards are played as Orders to activate units. Cards specify which unit(s) may be activated, and which special effects are applied to this activation. These cards introduce an element of unpredictability, as generals are never sure everything is going according to the plan.

Activated units move, perform ranged attacks and fight in melee. After all actions are resolved, the player's turn is over, their opponent's turn begins, alternating between the two until the game ends with a pre-determined win condition.



GENERALS AND THEIR SOLDIERS

Depending on the scenario, each unit card in ONUS! Traianus depicts formations from about a dozen soldiers, to larger scale units like centurias or cohorts. Each unit card is both a physical unit on the board - that is, it occupies space and moves like miniatures would do - and its stat block. Cards feature all the necessary game information like attack and defense values, health, movement, etc., which provides players with an instant snapshot of the unit's capabilities.

Generals also have their own cards with their attributes, modifiers and abilities. However, on the battlefield generals are represented by tokens attached to unit cards. Generals improve attributes of their unit, but their main task is to command the army and ensure its strategic advantage.

Generals have an area of influence, in which units improve their morale, and special abilities unique to each commander. Each general also modifies the number of points a player may spend on their army - the better the general is, the less points a player spends on their army.

However, the main attribute of a general is their Leadership. It both determines how many action cards a player starts with, and indicates the hand limit. So, the better the general's leadership is, the more options a player has, and the more orders they can issue if needed.



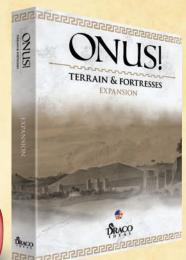


DIFFICULT TERRAIN, DIFFICULT CHOICES

ONUS! Traianus also offers an expansion, Terrain & Fortresses, which introduces terrain elements like woods, hills, rivers, and landmarks such as towns and bridges. Each terrain feature or structure comes with its own rules, providing variety and adding complexity

to the strategic decisions the players make.

Marching troops to the open field and squeezing them between a forest and a river surely must have different outcomes in real life, and the expansion depicts that. Also, it features rules for fortress sections, barricades, siege equipment, incendiary projectiles, and many more.



Apart from this expansion, neoprene playmats of 3 types and custom d6 dice are also available for ONUS! Traianus.

WHEN THE DUST SETTLES

Standing on the line between board games and wargames, ONUS! Traianus distills what might require an overwhelming number of miniatures, hundreds of hours of assembly and painting into an accessible card-based format. Rules-wise, the game leans to proper wargames with many details and special rules, thus having a learning curve that might at first glance seem challenging for a beginner.

However, ONUS! Traianus can be easily adjusted to players' experience, working well both with small-scale skirmishes and grand battles. No matter what point value or scenario is played, ONUS! captures the feel of ancient warfare and the effort required to make scattered units work like an army, without taking up an excessive amount of shelf and table space.





ILLUMINATING SHADOWS:

The Birth of The Stifling Dark's Unique Flashlight Mechanism

THE STIFLING DARK

CBU 01000 \$59.99

Available Now!

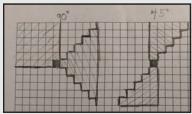
I wish I could tell you *The Stifling Dark* was conceived within a haunted house, or that Matt, Ethan, and I were hanging out on Halloween watching horror movies when the idea struck us. In reality, The Stifling Dark is Ethan's brainchild. He wanted to design a horror game he could play with his friends, and Matt and I wanted to design and self-publish a game. We joined forces to form Sophisticated Cerberus Games, and *The Stifling Dark* was born.

The Stifling Dark is a one-vs-many hidden movement horror game for 2-5 players. It pits 1-4 players 📆 investigators) against the remaining player (the adversary), whose goal is to try to stop the investigators from escaping. It's frequently referred to as "the flashlight game" by people who see it at conventions, and rightfully so! Flashlights are our main selling point and the focus of this article.



Those mechanics definitely create tension, but we knew we needed something else to truly differentiate our game. We wanted to replicate the feeling of living out your own horror movie. Enter the flashlights.

We wanted the flashlights to be the most recognizable and memorable component in *The Stifling Dark*, but in order to design them we first had to figure out what our map would look like. We began with a square grid for our map and flashlights that looked like they were straight out of an 8-bit video game.





These flashlights worked great, at least until you wanted to point them in any direction other than directly up, down, left or right. Therefore, rather than try to create multiple variations of each flashlight to account for other rotations, we decided it was time to move on to a different map layout. We briefly flirted with hexes (as all good game designers should) before realizing that hexes would also be a nightmare.

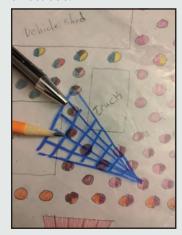
After many weeks of testing various patterns and formats, we finally aligned on what we refer to as a circle-based hex pattern, which is the layout you'll see in the final iteration of *The Stifling Dark*.

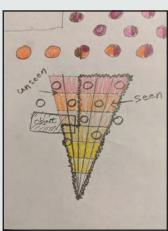


Because the map was based on a hex pattern, we had a finite number of primary rotation directions and could create flashlights that work with each of these primary directions.

Our next challenge was how to deal with obstacles, since flashlights obviously can't shine through walls (at least not the last time we tried). We initially attempted to use a color grid that a few other games use, where you can see anything with the same color as the space you are standing on. This worked fairly well but created weird scenarios where you could see around corners, or where your line of sight would either extend far beyond the flashlight template or end much earlier than the template did.

Fortunately, we had an epiphany one day — what if we printed lines on the flashlights to handle these outliers for us? Our early flashlight iterations had both horizontal and vertical lines, with vertical lines representing which spaces were visible and horizontal lines representing where line of sight ended if your flashlight overlapped an obstacle.





While this solution certainly could've done the trick, the flashlights looked rather busy and there were still some odd scenarios where you could see partway through an obstacle. Eventually, we realized that horizontal lines weren't necessary if we simply specified that the vertical flashlight lines stopped counting for line of sight after they intersected an obstacle. Flashlight line of sight became quite simple from that point forward: a space must be fully covered by the flashlight template, and you must be able to trace a line from your space to the space in question without intersecting any obstacles along the way. No more arguing about line of sight!



Once we figured out the map layout and flashlight format, the rest of the game came together fairly quickly. Our first adversary (The Butcher) was also based on line of sight, so we designed the map to incorporate a good mix of narrow alleyways and tight corners.

We also scattered obstacles throughout the map to create numerous hiding spots for both the investigators and the adversary.

The final major hurdle we had to overcome was balancing. As with other hidden movement, one-vs-many, and/or asymmetric games, proper balancing can make or break an otherwise extraordinary game. With this in mind, we went through countless iterations tweaking the delicate balance between investigator and adversary abilities while conducting over 100 official playtests at conventions and countless internal playtests.

We finally landed in a spot where the adversary is extremely threatening if the investigators don't work together as a team, yet a coordinated group of investigators can still hold their own against the adversary. We wanted our game to reward skillful play and the ability to predict your opponent, so adversary players need to think about where investigators may place their flashlights while the investigators must keep an eye on what avenues of attack the adversary might be considering.

Over the past four years, seeing *The Stifling Dark* grow from a bare-bones concept through development into a successful release has been an incredible experience. We owe a great deal of gratitude to everyone who helped make it happen. May your flashlights last long and shine true!

Jeremy Geenen designed The Stifling Dark with his partners Ethan Janssen and Matt Rayford. He also manages the day-to-day operations of Sophisticated Cerberus Games. He is from Appleton, WI but currently resides in Minneapolis, MN and enjoys all types of board games.























By Alec Aguila

For the last several years, **Blood & Plunder** has let players step into the golden age of piracy and do battle with a variety of historical forces. Players have engaged in skirmishes using bloodthirsty pirates, ferocious natives, and invading militiamen among many others. With these strong units, players have engaged in battle on land, at sea, or a combination of the two with forces comprised of customized metal miniatures. But now, players will have more options in regard to building their forces when taking to the seas.

Firelock is happy to share more details about their new lineup of resin miniatures. These new miniatures will not only be more beneficial to the **Blood & Plunder** player base but will also come with a variety of features not seen on our metal models. Currently, the entire range of metal models for **Blood & Plunder** will be converted to the new high quality resin material, along with any new ones that release.

This new line allows *Firelock Games* to maintain the highest standards of detail, durability, and overall quality while simultaneously making these stunning models more accessible to our diverse community of gamers.

Key features of Firelock Games' new resin miniatures line include:

- Unprecedented Detail: The resin miniatures faithfully recreate
 the historical essence with intricate detailing that brings these
 figures to life on the gaming table.
- Durability: Don't be afraid to drop your models! The new resin models are extremely durable and can take a reasonable amount of abuse. They even hold up to long term exposure to the Florida sun.

 Affordability: Firelock Games is dedicated to providing cost-effective solutions for gamers without compromising on quality. The resin miniatures offer an affordable option without sacrificing quality.

Firelock understands that some players prefer metal miniatures still for a variety of reasons. Whether its consistency with existing forces and miniatures, or the weightier model that gives your game table more punch, Firelock games is dedicated to making sure every player has an option for them! Their current range of metal models will remain in production for the time being. The new resin models will be accessible through a variety of sales channels at a more affordable price point than their metal miniatures. This includes direct sales on the website, as well as through retailers and distribution channels.

All English, Dutch, Spanish, and French forces are currently available in resin. As mentioned previously, new original models and units are now available in resin form for **Blood & Plunder!** These new units offer new strategies and ways to go about battle while being available in the new, high quality resin miniature form. These new models include the Spanish Corsarios, Compagnies Franches De La Marines, Commander Pierre le Moyne d'Iberville, and English Provincials!

Firelock looks forward to continuing to offer players the best way to experience Historical wargaming on the tabletop. The year ahead looks bright for **Blood & Plunder**, and Firelock cannot wait for players of all factions to get their hands on their new resin products.



Actual Image of production models.

BAITHEILE CH. CLASHING ARMIES



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IF YOU COULD TURN BACK TIME

THE REVENANT SOCIETY RPG: CORE BOOK

VRG RPGREV001....... \$49.99 Available June 2024!

THE REVENANT SOCIETY RPG: DELUXE SET

VRG RPGREV002....... \$79.99 | Available June 2024!



The Revenant Society: The Endless Loop Beneath the City from Van Ryder Games is a role-playing game, or RPG. Two to four play Revenants and one person is the Fate Weaver (typically called a Game Moderator or GM). Each session will take about 2-4 hours to play. It is for ages 14 and up.

In The Revenant Society: The Endless Loop Beneath the City you take on the role of a Revenant, an undead being, in either 1910's Paris, or 1920's New York. Your recent departure from the mortal realm was as unnatural as you have become. In other words, a culprit

helped you along to the afterlife. Normally, that's just the way it goes, but whatever caused your death also broke the timeline, known as the Shattering Event, changing what should have happened.

Revenants work together to navigate the thin veil between themselves and the living, unravel the mystery of why they haven't moved on, and prevent the Shattering Event. Luckily, they have some supernatural abilities to assist them. The Fate Weaver assists the group with navigating their skills, exploring their relationship to each other, and revealing the mystery through narration.

There is a catch — if you do not solve the mystery before time is up, you will start over again! Fail too many times and you will be stuck in that loop forever, repeating those same events with no hope of eternal rest!

While we at Van Ryder Games are known for thematic tabletop games already (Final Girl, Detective: City of Angels), this is our first RPG. Knowing this, we partnered with veteran RPG designers Banana Chan and Sen Foong-Lim to create this unique game. We talked about using several different systems, but at the end of the day, working to make a variation using the Powered by the Apocalypse system made sense. This system uses six-sided dice

(D6s) for Moves. There is a resulting outcome path with whatever roll constitutes success, partial success, and failure. In failing, you gain experience however, and that allows you to level up.

The core system applies for The Revenant Society, with the added element of the time loop. East move costs time which carries you towards the shattering event. Likewise, failure will gain you experience...and damage; too much damage to your already fragile body will end that time loop early. At the end of a Time Loop you will reset to the beginning location and time. Your memory of events will remain, but it is if they never happened. Friends and enemies, damage and items that you have gained along the way are gone, and you will need to use that information to your advantage in this next loop.



The game ends if the Revenants prevent the Shattering Event. That can be convincing the potential kidnap victim to take a well-lit road, or pushing the culprit into Limbo, causing them to become a Watcher (a malevolent spirit that tries to ruin the Revenant's chances of success). Conversely the game will stop at the end of the fourth time loop. By then, the powers that sent you there have given you up for a lost cause and leave you doomed to repeat that loop over and over.

Dark humor, wickedly fun, and a mystery? What better way to spend the afterlife!



ALLIANCE GAME DISTRIBUTORS



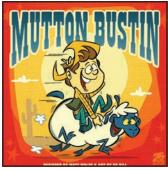
ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #292

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 292 \$3.99

25TH CENTURY GAMES



MUTTON BUSTIN

Experience the excitement and thrill of Mutton Bustin, a beloved rodeo event, from the comfort of your table! In this fast-paced game, each player will take on the role of young cowboys and cowgirls as they compete to see who can stay on the back of a bucking sheep (played by everyone else) the longest. Riders must quickly roll their dice to meet certain criteria to advance along the score track, earning more points the longer they can stay on. But be careful all of the other sheep players are simultaneously rolling their own criteria to try and knock the rider off. But there's a catch for the sheep...they will have to do a series of crazy antics before they can lock in their dice. Scheduled to ship in June 2024.

25C 47000\$24.99

9TH LEVEL GAMES

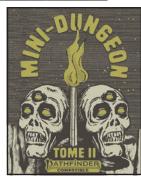


PIGEON'S ELEVEN

John James Audubon (1785 - 1851) witnessed his first bird crime on the streets of Philadelphia, PA, through grimy binoculars. He went to the authorities and nobody believed him. He vowed to keep the miscreants under surveillance. He called himself a 'birdwatcher', but the birds called him by another name -'snitch.' In your hands you hold a copy of Pigeon's Eleven, the world's foremost authoritative document about Bird Crime. Score! Scheduled to ship in March 2024. 9LG 1111.....\$14.99

AAW GAMES





MINI-DUNGEON TOME: II (PF2)

Over 110 adventures for your PF2 game! The massive Mini-Dungeon Tome II is to make your job as a GM easier, ready to rock for your gaming table! Mini-Dungeons are setting-agnostic adventures that span two pages per adventure and are designed specifically so you can run them with no, or next to no preparation. cheduled to ship in May 2024.

\$49.99
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ADAMANT ENTERTAINMENT



THE FAR WEST RPG

The Far West RPG is a 276-page hardcover book containing rules for creating heroes and running adventures in a unique setting combining steampunk, Chinese Wuxia, and Spaghetti Western elements. Learn how to forge heroes wrought from iron and villains born of fire; track their legendary deeds and mighty exploits; take a pilgrimage on the dust road; and wield swords, sixguns, cog science, and secret scrolls of kung fu! Western. Wuxia. WILD. Imagine: A fantasy world, but not one based on Medieval/Dark Ages European culture and myth, but rather one based on the tropes of the Spaghetti Western and Chinese Wuxia. Add steampunk elements. Mix well. Scheduled to ship in May 2024. ADM 3250.....\$59.95

AMIGO GAMES



SABOTEUR 20TH ANNIVERSARY EDITION

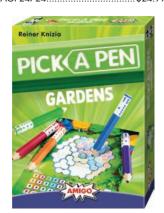
For 20 years the dwarves have been searching the tunnels and caves for precious gold while saboteurs have tried to prevent them from achieving their goal. Place path cards into the tunnel network and explore the mines, hoping to find great golden treasure. Block those you think are workingagainst you, but keep your own intentions secret unless you want to becomethe target of some sabotage. Stay vigilant and consider whom you want totrust-because in the end, only the gold counts! Scheduled to ship in April 2024. AGI 24725\$24.99



TAKE 5 30TH **ANNIVERSARY EDITION**

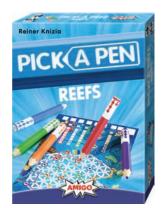
For 30 years Take 5 fans have been proving that they are anything but bullheaded! Play your number cards into one of the four rows of cards ascleverly as you can. However, when it comes to Take 5, sometimes you just have to grin and take it: whoever plays the sixth card in a row must take thefirst five - with the negative points they bring! In this anniversary edition, you'll find the beloved Base Game as well as four additional special fancards that make the game even more varied and fun. Scheduled to ship in April 2024.

AGI 24724.....\$24.99



PICK A PEN GARDENS

Create gardens with asingle color, or with 5 different colors. Plant matching flowers and trees. Scheduled to ship in April 2024. AGI 24500.....\$14.99

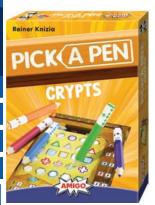


PICK A PEN REEFS

Explore the ocean around a sunken ship and retrieve the most wealth! Create routes of the same color to collectt reasures and coins but beware of treacherous vortexes. Scheduled to ship in April 2024.

AGI 24510.....\$14.99





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Try to decipher inscriptions in an ancient crypt. Complete as many rows and columns as possible. Scheduled to ship in April 2024. AGI 24520.....\$14.99

ARC DREAM PUBLISHING

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September 5, 1998. A friendly in the U.S. Postal Inspection Service intercepts a package that leaks strange chemicals. A package that rustles. As if something inside is moving. The moment the inspector opens that package, it becomes a Delta Green op. Now your Agents must pursue horrors and vicious foes from Berkeley to rural Montana. They must confront a hideous threat thought long dead. After all, in the world of Delta Green the world its Agents kill and die to conceal even death may die. Scheduled to ship in May 2024. APU 8152.....\$29.99



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ARES GAMES

BARBARIAN KINGDOMS

Embark on an epic journey through the tumultuous era of the fall of the Roman Empire with Barbarian Kingdoms, an asymmetrical and competitive strategy game meticulously created by Christophe Lebrun and brought to life by Jester Games. In this riveting experience, 2-6 players seize control of nascent kingdoms, diving into a relentless quest for supremacy over Western Europe as the Hun Horde sweeps across the continent. As the Roman Empire crumbles, players are immersed in a chaotic struggle for dominance, striving to lead their burgeoning kingdoms through the transition from Antiquity to the Middle Ages. Scheduled to ship in April 2024.

AGS JG-BAKI-RETAIL-FSTED\$49.90



THE ARMY PAINTER











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BONEY SPIKES
TAP WP3089\$4.25

BOOTSTRAP BROWN	
TAP WP3074	\$4.25
BRAINMATTER BEIGE	
TAP WP3011	\$4.25
BRIGADE GREY	
TAP WP3006	\$4.25
BRIGANDINE BROWN	
TAP WP3073	\$4.25
BRIGHT SAPPHIRE	
TAP WP3030	\$4.25
BUFFED HIDE	
TAP WP3114	\$4.25
BURNING ORE	
TAP WP3098	\$4.25
BURNT TURF	
TAP WP3083	\$4.25
CAMOUFLAGE GREEN	
TAP WP3069	\$4.25
CARNELIAN SKIN	
TAP WP3151	\$4.25
COMMAND KHAKI	
TAP WP3077	\$4.25
COMPANY GREY	
TAP WP3005	\$4.25
CRYSTAL BLUE	
TAP WP3028	\$4.25
CULTIST PURPLE	4.05
TAP WP3129	\$4.25
DAEMONIC YELLOW	¢ 4 0 5
TAP WP3093	\$4.25
DEEP AZURE	¢ 4 0 5
TAP WP3037	\$4.25





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WARPAINT

System Glow

EFFECT



WARPAINT

Matt Varnish

EFFECT













\$125





WARPAINTS FANATIC 18ML DEEP GREY

TV D /Y\D3UU3

	TAP WP3002	\$4.25
	DEEP OCEAN BLUE	
	TAP WP3031	\$4.25
	DEMIGOD FLAMES	
	TAP WP3091	\$4.25
	DESERT YELLOW	
	TAP WP3081	\$4.25
	DIABOLIC PLUM	
	TAP WP3133	\$4.25
	DIVINER LIGHT	
	TAP WP3138	\$4.25
	DOOMFIRE DRAB	
	TAP WP3126	\$4.25
	DORADO SKIN	
	TAP WP3161	\$4.25
	DRAGON RED	
	TAP WP3117	\$4.25
	DRYAD BROWN	
	TAP WP3111	\$4.25
	DUSTY SKULL	
	TAP WP3085	\$4.25
	EFFECTS - BRUSH-ON PRIMER	
	TAP WP3175	\$4.50
	EFFECTS - DARK RUST	
	TAP WP3166	\$4.50
	EFFECTS - DATA SYSTEM GLOW	
	TAP WP3177	\$4.50
	EFFECTS - DRY BLOOD	
	TAP WP3164	\$4.50
	EFFECTS - FRESH RUST	
	TAP WP3167	\$4.50
	EFFECTS - GLOSS VARNISH	
	TAP WP3173	\$4.50
	EFFECTS - LENS FLARE GLOW	
1	TAP WP3178	\$4.50
I	EFFECTS - MATT VARNISH	
	TAP WP3174	\$4.50

EFFECTS - OIL STAINS	
TAP WP3169	.\$4.50
EFFECTS - OOZING VOMIT	
TAP WP3170	.\$4.50
EFFECTS - PLASMA COIL GLOW	
TAP WP3176	. \$4.50
EFFECTS - POWER NODE GLOW	
TAP WP3180	. \$4.50
EFFECTS - RADIATION GLOW	
TAP WP3179	. \$4.50
EFFECTS - TRUE BLOOD	
TAP WP3165	. \$4.50
EFFECTS - VERDIGRIS	
TAP WP3168	. \$4.50
EFFECTS - WARPAINTS RETARDER	.
TAP WP3172	.\$4.50
EFFECTS - WARPAINTS STABILIZER	¢ 4 50
TAP WP3171	. \$4.50
EFFFECTS: DISGUSTING SLIME	¢ 4 50
TAP WP3163	. \$4.50
TAP WP3141	¢ 4 0 E
ELECTRIC LIME	. \$4.23
TAP WP3058	\$4.25
EMERALD FOREST	. \$4.25
TAP WP3055	\$4.25
ENCHANTED PINK	. ψ4. 23
TAP WP3137	\$4.25
ETERNAL HUNT	. ψ-ι. 20
TAP WP3052	\$4 25
EVERGREEN FOG	
TAP WP3061	.\$4.25
FEROCIOUS GREEN	
TAP WP3054	. \$4.25
FIENDISH YELLOW	
TAP WP3092	.\$4.25
FIGGY PINK	
TAP WP3143	. \$4.25

WARPAINTS FANATIC 18ML

WANT ALLEY FALLANCE TO THE
FLICKERING FLAME
TAP WP3100\$4.25
FORBIDDEN FRUIT
TAP WP3142\$4.25
FOREST FAUN
TAP WP3065\$4.25
FROST BLUE
TAP WP3018\$4.25
FUR BROWN
TAP WP3112\$4.25
GARGOYLE GREY
TAP WP3008\$4.25
GLOWING INFERNO
TAP WP3101\$4.25
GOTHIC BLUE
TAP WP3020\$4.25
GREAT HALL GREY
TAP WP3009\$4.25 GREENSKIN
TAP WP3051\$4.25
GREY CASTLE
TAP WP3007\$4.25
GROTESQUE GREEN
TAP WP3072\$4.25
GUARDIAN GREEN
TAP WP3050\$4.25
HEXED VIOLET
TAP WP3130\$4.25
HYDRA TURQUOISE
TAP WP3038\$4.25
ICE YELLOW
TAP WP3096\$4.25
IMPERIAL NAVY
TAP WP3025\$4.25
IMPISH ROUGE
TAP WP3122\$4.25
INNER LIGHT
TAP WP3102\$4.25

JASPER SKIN	
TAP WP3154	\$4.25
KRAKEN LAVENDER	
TAP WP3132	\$4.25
LAVA ORANGE	
TAP WP3099	\$4.25
LEAFY GREEN	
TAP WP3056	\$4.25
LEATHER BROWN	
TAP WP3075	\$4.25
LEGENDARY RED	
TAP WP3105	\$4.25
LEOPARD STONE SKIN	
TAP WP3156	\$4.25
MAGECAST MAGENTA	
TAP WP3134	\$4.25
MARINE MIST	
TAP WP3042	\$4.25
MATT BLACK	
TAP WP3001	\$4.25
MATT WHITE	
TAP WP3012	\$4.25
MEDIEVAL FOREST	
TAP WP3062	\$4.25
METALLIC - SHINING SILVER	
TAP WP3191	\$4.50
METALLIC - BRIGHT GOLD	
TAP WP3189	\$4.50
METALLIC - COBALT METAL	
TAP WP3194	\$4.50
METALLIC - DARK EMERALD	
TAP WP3196	\$4.50
METALLIC - DEATH METAL	A / 50
TAP WP3195	\$4.50
METALLIC - EVIL CHROME	A . 50
TAP WP3185	\$4.50
METALLIC - GEMSTONE RED	A . 50
TAP WP3198	\$4.50































VARPAINT



















RUBY SKIN		TUNDRA TAUPE
TAP WP3148	\$4.25	TAP WP3079
RUDDY UMBER		TURQUOISE SIR
TAP WP3113	\$4.25	TAP WP3039
RUNIC COBALT		ULTRAMARINE E
TAP WP3017	\$4.25	TAP WP3021
SACRED SCARLET		UNIFORM GREY
TAP WP3106	\$4.25	TAP WP3003
SCARAB GREEN		URBAN BUFF
TAP WP3043	\$4.25	TAP WP3078
SHIELDWALL BLUE		VIOLENT VERMI
TAP WP3035	\$4.25	TAP WP3107
SKELETON BONE		VIOLET COVEN
TAP WP3087	\$4.25	TAP WP3131
SPACE DUST		VIVID VOLT
TAP WP3095	\$4.25	TAP WP3059
SPELLBOUND FUCHSIA		WARLOCK MAG
TAP WP3136	\$4.25	TAP WP3135
STRATOS BLUE		WARPED YELLO
TAP WP3015	\$4.25	TAP WP3094
TALISMAN TEAL		WASH - BLUE TO
TAP WP3046	\$4.25	TAP WP3210
TEMPLE GATE TEAL		WASH - DARK B
TAP WP3044	\$4.25	TAP WP3211
TERRESTRIAL TITAN		WASH - DARK R
TAP WP3127	\$4.25	TAP WP3205
THUNDEROUS BLUE		WASH - DARK S
TAP WP3014	\$4.25	TAP WP3215
TIDAL BLUE		WASH - DARK T
TAP WP3033	\$4.25	TAP WP3199
TIGER'S EYE		WASH - GREEN
TAP WP3152	\$4.25	TAP WP3208
TOMB KING TAN		WASH - LIGHT T
TAP WP3086	\$4.25	TAP WP3202
TOPAZ SKIN		WASH - MAGEN
TAP WP3153	\$4.25	TAP WP3213
TOURMALINE SKIN		WASH - MILITAR
TAP WP3155	\$4.25	TAP WP3209
TREE ANCIENT		WASH - ORANG
TAP WP3110	\$4.25	TAP WP3207
TRIUMPHANT NAVY TAP WP3019		WASH - PURPLE
TAP WP3019	\$4.25	TAP WP3212

WARPAINTS FANATIC 18ML

TAP WP3079	\$4.25
TURQUOISE SIREN	
TAP WP3039	\$4.25
ULTRAMARINE BLUE	
TAP WP3021	\$4.25
UNIFORM GREY	
TAP WP3003	\$4.25
URBAN BUFF	
TAP WP3078	\$4.25
VIOLENT VERMILION	
TAP WP3107	\$4.25
VIOLET COVEN	
TAP WP3131	\$4.25
VIVID VOLT TAP WP3059	¢ 4 0 6
WARLOCK MAGENTA	\$4.Z3
TAP WP3135	¢ 4 0 6
WARPED YELLOW	Φ4.ZC
TAP WP3094	\$125
WASH - BLUE TONE	ψ4.Ζ
TAP WP3210	\$4.50
WASH - DARK BLUE TONE	Ψ4.50
TAP WP3211	\$4.50
WASH - DARK RED TONE	
TAP WP3205	\$4.50
WASH - DARK SKIN SHADE	
TAP WP3215	\$4.50
WASH - DARK TONE	
TAP WP3199	\$4.50
WASH - GREEN TONE	
TAP WP3208	\$4.50
WASH - LIGHT TONE TAP WP3202	
TAP WP3202	\$4.50
WASH - MAGENTA TONE	.
TAP WP3213	\$4.50
WASH - MILITARY SHADE	¢ 4 50
TAP WP3209 WASH - ORANGE TONE	\$4.50
TAP WP3207	¢ / FC
WASH - PURPLE TONE	φ4.30
TAP WP3212	\$ 1 50
IAP WP3212	ψ4.30



ARPAINT

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TAP WP3197.....\$4.50

METALLIC - GREEDY GOLD

VARPAINT

Night Sky



VARPAINT

Oak

















TAP WP3188	\$4.50
METALLIC - GUN METAL	
TAP WP3193	\$4.50
AACTALLIC AAITLIDII	
TAP WP3190	\$4.50
METALLIC - PLATE MAIL METAL	
TAP WP3192	\$4.50
METALLIC - RED COPPER	
TAP WP3182	\$4.50
METALLIC - ROUGH IRON	
TAP WP3181	.\$4.50
METALLIC - TAINTED GOLD	
TAP WP3187	.\$4.50
METALLIC - TRUE BRASS	
TAP WP3186	.\$4.50
METALLIC - TRUE COPPER	
TAP WP3184	.\$4.50
METALLIC - WEAPON BRONZE	
TAP WP3183	.\$4.50
MOCCA SKIN	
TAP WP3159	.\$4.25
MOLDY WINE	
TAP WP3140	
MOLTEN LAVA TAP WP3097	
TAP WP3097	.\$4.25
MOONSTONE SKIN	
TAP WP3145	.\$4.25
MOSSY GREEN	.
TAP WP3066	.\$4.25
MULLED BERRY	* 4 0 5
TAP WP3139	.\$4.25
NECROTIC FLESH	* 4 0 5
TAP WP3071	.\$4.25
NEPTUNE GLOW	¢ 4 0 5
TAP WP3041	. \$4.25
NIGHT SKY TAP WP3013	¢ 4 0 5
	. \$4.25
OAK BROWN	¢ 4 0 5
TAP WP3109	. \$4.25

OBSIDIAN SKIN	
TAP WP3157	\$4.25
OLIVE DRAB	*
TAP WP3070	\$4.25
ONYX SKIN	
TAP WP3158	\$4.25
OPAL SKIN	
TAP WP3149	\$4.25
PALE SAND	
TAP WP3090	\$4.25
PARATROOPER TAN	
TAP WP3076	\$4.25
PATAGON PINE	
TAP WP3063	\$4.25
PEARL SKIN	
TAP WP3150	\$4.25
PHALANX BLUE	
TAP WP3034	\$4.25
PHARAOH GUARD	
TAP WP3045	\$4.25
PINK POTION	4.05
TAP WP3125	\$4.25
PIXIE PINK	¢ 4 0 5
TAP WP3123	\$4.25
PRAIRIE OCHRE TAP WP3080	6405
	\$4.25
PURE RED TAP WP3118	¢ 4 0 E
QUARTZ SKIN	φ4.23
TAP WP3162	\$4.25
RAGING ROSE	ψ4.ZJ
TAP WP3120	\$4.25
RAGING ROUGE	ψ20
TAP WP3108	\$4.25
RAINFOREST	*
TAP WP3057	\$4.25
REGAL BLUE	
TAP WP3026	\$4.25
RESPLENDENT RED	
TAP WP3103	\$4.25
ROYAL BLUE	
TAP WP3027	\$4.25





















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.....\$4.25

WARPAINTS FANATIC 18ML

WARLAINIO LAMAIN TOME		
WASH - RED TONE		WEIRD ELIXIR
TAP WP3206	\$4.50	TAP WP3124
WASH - RUST TONE		WICKED PINK
TAP WP3204	\$4.50	TAP WP3121
WASH - SEPIA TONE		WILD GREEN
TAP WP3203	\$4.50	TAP WP3053
WASH - SOFT TONE		WILTED ROSE
TAP WP3201	\$4.50	TAP WP3144
WASH - STRONG SKIN SHADE		WOLF GREY
WASH - STRONG SKIN SHADE TAP WP3214	\$4.50	WOLF GREY TAP WP3016
	\$4.50	
TAP WP3214	,	TAP WP3016
TAP WP3214 WASH - STRONG TONE	,	TAP WP3016
TAP WP3214 WASH - STRONG TONE TAP WP3200	\$4.50	TAP WP3016 WOODLAND CAMO TAP WP3067
TAP WP3214 WASH - STRONG TONE TAP WP3200 WASH - WASH MEDIUM	\$4.50	TAP WP3016 WOODLAND CAMO TAP WP3067 WORN STONE
TAP WP3214 WASH - STRONG TONE TAP WP3200 WASH - WASH MEDIUM TAP WP3216	\$4.50	TAP WP3016 WOODLAND CAMO TAP WP3067 WORN STONE TAP WP3010

BANDAI CO.



BATTLE SPIRITS SAGA TCG: SET 05 INVERTED WORLD CHRONICLE - STRANGERS IN THE SKY BOOSTER DISPLAY (24) (BSS05)

Double color cards, with symbols of two colors, arrive on the scene. Double

DIGIMON TCG: OFFICIAL SLEEVES (2024) SET 2 DISPLAY (12)

STATUREDITEM ATTICITY CARD GAME

DIGIMON TCG: SECRET CRISIS BOOSTER DISPLAY (24) (BT17)

Includes famous Tamers Digimon, who were the main characters in each movie! Digimon that have fought heated battles blast evolve into their final forms. This time we also included Armageddemon and Eosmon that stood in the way of the main characters in the movie. In addition, popular characters from the movie such as Rhythm and Menoa Bellucci also appear. The main character deck VS the enemy deck allows for battles that recreate scenes from the movies! *Digimon card game* now has a special win condition card. You can win the game by filling up the field with Diaboromon. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2741324.....PI

FEATURED ITEM



DRAGON BALL SUPER FUSION WORLD TCG: SET 03 BOOSTER DISPLAY (24) (FB03)

The new black color and deck adds new mechanisms that further expand the game. Numerous new characters previously not included in the series have joined the game! Of the 143 cards in total, 22 are parallel cards with different illustrations! In addition, three of them are special reprinted cards with new hematic illustrations of highly used generic cards from the cards up to Booster 2. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2741327.....Pl

DRAGON BALL SUPER FUSION WORLD TCG: STARTER DECK DISPLAY (6) (FSO5)

FEATURED ITEM

ONE PIECE

CARD GAME

ONE PIECE TCG: TWO LEGENDS BOOSTER DISPLAY (24) (OP-08)

Dr. Kureha and Dr. Hiriluk from the Drum Kingdom Arc, and Carrot and Wanda from the Zou Arc appear. Plus, the Whitebeard Pirates appear as blue, Big Mom Pirates as purple, and Animal Kingdom Pirates as black opening up a host of new strategies! The red-black Tony Chopper, red-blue Marco, and more characters become leaders for the first time. Also includes leader cards reborn with new effects such as the purple-black King! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2746331.....PI

ONE PIECE TCG: TWO LEGENDS DOUBLE PACK SET DISPLAY (8) (DP-05)

As the next best set for value after Boosters, this product will appeal to general consumers and increase exposure to *ONE PIECE Card Game* in stores. The packaging doubles as a card case, making this product more economical, accessible, and collectible! Each set will include 2 randomly selected DON!! cards with exclusive designs, encouraging multiple purchases to collect them all! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2733452.....PI

222

32

BANDAI NAMCO TOYS & COLLECTIBLES AMERICA

BANDAI HOBBY



FIGURE-RISE STANDARD -**GUNDAM SEED LACUS CLYNE**

BNT 2560618\$39.00



HGCE - GUNDAM SEED DESTINY #201 STRIKE FREEDOM GUNDAM



BNT 2339488\$25.00



HGCE 1/144 - GUNDAM SEED DESTINY #224 DESTINY GUNDAM BNT 2465226\$27.00



GYAN STROM (AGNES GIEBENRATH CUSTOM) BNT 2693616\$31.00

HG - GUNDAM SEED FREEDOM

HG - GUNDAM SEED FREEDOM INFINITE JUSTICE **GUNDAM TYPE II**

BNT 2679243\$30.00



SEED DESTINY #231 GUNDAM INFINITE JUSTICE BNT 2487820\$27.00



HG - GUNDAM SEED FREEDOM MIGHTY STRIKE FREEDOM GUNDAM

BNT 2679242\$29.00



RG - GUNDAM SEED #005 FREEDOM GUNDAM

BNT 2143383\$31.00



RG - GUNDAM SEED #009 JUSTICE GUNDAM

BNT 2177083\$31.00



RG 1/144 - GUNDAM SEED **ASTRAY #019 GUNDAM ASTRAY RED FRAME**

BNT 2295837



RG 1/144 - GUNDAM SEED **#011 DESTINY GUNDAM**

BNT 2205030\$31.00



RG 1/144 - GUNDAM SEED DESTINY #014 STRIKE FREEDOM GUNDAM

BNT 2211988\$37.00

BEZIER GAMES



SANDBAG

You've joined a hot air balloon festival in which the goal is to go higher than your opponents. Dump as many sandbags as you can and try to gain rockets as well to send yourself higher and higher to win. Sandbag is a trick-taking game of avoiding tricks, manipulating trump, and reconfiguring your hand of cards for 3-6 players that excels at higher player counts! In each of the three rounds, you configure your basket with two face-up cards; the most common color among all players' cards is the trump suit. Scheduled to ship in June 2024.

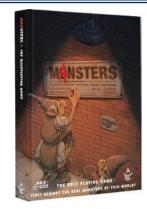
BEZ SAND......\$14.95

BLACK LANTERN STUDIO



MANSTERS RPG: BUNDLE

Play as one of the classic monsters of folklore and fight against the real monsters of this world. The players are called to take on the role of one of the classic monsters of contemporary, and not-so-contemporary, folklore. They will step in the shoes of a vampire, a werewolf, a mummy and more, living through depression and in search of its identity. Scheduled to ship in May 2024.



MANSTERS RPG: COREBOOK

Play as one of the classic monsters of folklore and fight against the real monsters of this world. The players are called to take on the role of one of the classic monsters of contemporary, and not-so-contemporary, folklore. They will step in the shoes of a vampire, a werewolf, a mummy and more, living through depression and in search of its identity. Scheduled to ship in May 2024. BLS MSTCRBBK\$38.00







SOULMIST RPG: 3-BOOK BUNDLE WITH SLIPCASE

A Premium Slipcase, with hard paperback cover and awesome artwork from the depths of the Darklands. Contains all the three books of the Soulmist series. Scheduled to ship in May 2024.



SOULMIST RPG: CITIES OF FYERA MAP PACK

Scheduled to ship in May 2024. BLS UNTMAPPRP.....\$22.00

SOULMIST RPG: UNSPOKEN TALES COREBOOK

A Hardcover book that contains three lethal and unforgiving adventures inspired by old school aesthetics but brought out to a modern standard. Scheduled to ship in May 2024.



SOULMIST RPG: DARKLANDS - BOOKMARKS

Scheduled to ship in May 2024. BLS DRKBKMPRP\$12.00



SOULMIST RPG: **DARKLANDS - GM SCREEN**

Scheduled to ship in May 2024. BLS SLMDGMPRP\$22.00



the Fighters you've acquired, hunting the Giants Deep for Crystaline to boost your options, protecting your bases from destruction, and preparing for the boss fight at the end of the game. To win, you must survive attacks by other players, and defeat the final boss! Scheduled to ship in May 2024.



CATALYST GAME LABS



Leviathans is a tabletop miniatures game that uses the innovative modular dice system of color-coded dice and easy-to-read physical record-keeping cards that allow for quick and easy play while retaining the depth of strategy that will encourage repeat play. This expands on the original adding edition, abilities, ships and factions past what was in the original edition, while advancing the timeline directly into the The Great War era. Each game

centers around moving our pre-painted miniatures across a hex board, trying to out-maneuver your opponent. Scheduled to ship in May 2024.

CAPSTONE GAMES

SPOTLIGHT

JUICY FRUITS: MYSTIC **ISLAND EXPANSION**

You have discovered a mysterious island not far from your own, and have named it Mystic Island. The strange monkey statues dotting it are remnants of an ancient fruitworshipping society. Can you time the movement of your explorer across this island well enough to score additional points from the statues? This expansion for Juicy Fruits includes 3 modules! In addition to the Mystic Island module, it offers a boulder module and several exciting new business tokens Scheduled to ship in May 2024.

CSG JF201 \$19.95

OVERLORDS: IN TRAINING

In Overlords: In Training you take on the roles of aspirant Overlords. Attacking other players via

CAT 55020.....\$39.99



CEPHALOFAIR GAMES



FROSTHAVEN: PLAY **SURVACE BOOKS**

Inspired by the critically acclaimed play surface books from Gloomhaven: Jaws of the Lion, this set of 4 Scenario Play Surface Books eliminates the need for your Frosthaven map tiles & the majority of overlay tokens in favor of quicker and easier setup times. Just open the book to your scenario and start playing! Includes scenario narrative text and special rules for all 138 Frosthaven scenarios. Scheduled to ship in April 2024.

CPH 0605\$70.00



TANGRAM CITY Long ago, in a beautiful eastern kingdom, a

queen summoned her city planners to build her people magnificent new cities. Tradition calls for harmony between the human and natural realms, with the shape of a rectangle viewed as ideal for building fortification. The city planners set out to build new cities for their queen. Who will build the best city and be rewarded with all the riches of the kingdom? In Tangram City, you place city tiles on your board using secret information about what city tile will come up next. Scheduled to ship in May 2024. CSG TC01'.....\$29.95

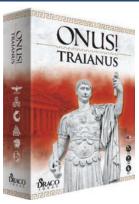


GLOOMHAVEN: BUTTONS & BUGS

Buttons & Bugs gives you the same deep strategy combat of Gloomhaven but in a fraction of the size. Its compact footprint and streamlined system means you can set up and play a scenario in under 20 minutes, and it fits on your coffee table or even an airplane tray table. Scheduled to ship in April 2024.

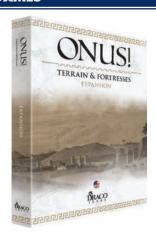
CPH 1001\$20.00

CROWD GAMES



ONUS!: TRAIANUS

ONUS! Traianus is a historical battles wargame, similar to a miniatures game, where two sides confront each other in an Ancient battle. This game is focused on the armies of the great superpowers of the apogee of the Roman Empire, during the reign of the emperors Trajan and Hadrian, between the 1st and 2nd centuries AD. In this game, different action cards recreate varied kinds of orders and battle events, that allow every match to be unique and to any combat to be epic, unpredictable and exciting. Scheduled to ship in May 2024.



ONUS!: TERRIAN AND FORTRESS EXPANSION

With this expansion you will be able to play with scenery and its new set of rules for sieging, incendiary projectiles, and more. It contains different types of terrain like woods, hills, rivers (depicted in tiles with several different drawings) and landmarks like towns, bridges, rams, wood/stone fortress sections, barricades, fire counters, assault towers, and more! Scheduled to ship in May 2024.

CGA 15002\$35.00

DARRINGTON PRESS





FOR THE QUEEN

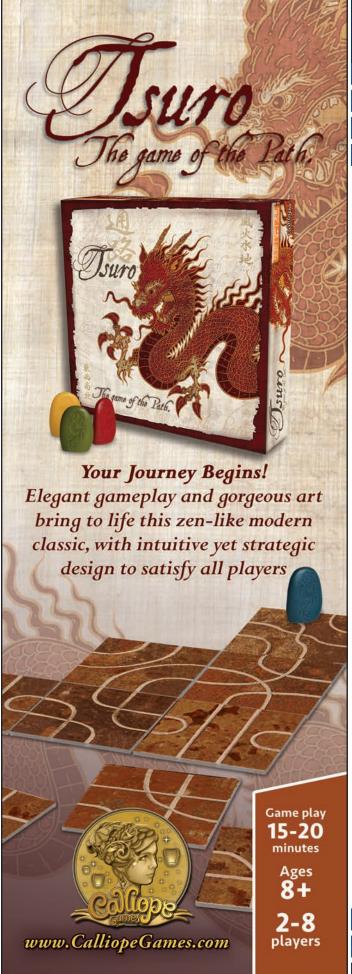
For the Queen is an easy-to-learn 2-6 player (or more!) collaborative card-based game in which you must work together to build a tale of love, betrayal, doubt, and devotion towards the Queen. To inspire the Queen of your story, you'll select one of the 25 beautiful illustrations, or get creative and design your own! With 91 cards included for gameplay, this new edition of For the Queen allows an endless amount of stories, genres, and fun for everyone. DRP FTQ-BOX

DEVIR AMERICAS

ESPAÑA 1936

Lovers of strategy games and historical simulation titles are in luck. 16 years after its first publication, España 1936 returns to stores with a completely renewed art and in an edition that includes the expansion "The Armada", the 1938 scenario and the addition of 8 cards, for optional use, which add uncertainty to the Scheduled to ship in April 2024. DVR DEVESP1936ML\$39.99









INVINCIBLE: THE HERO-BUILDING **GAME**

Swoop into action in this cooperative bag-building game based on the hit Amazon animated series and the acclaimed comic book series by Robert Kirkman and Skybound Entertainment. Test your mettle with seven replayable episodes, explore countless super-powered combinations and strategies, rescue innocent civilians, and kick villain ass.

Scheduled to ship in June 2024. DWD 08001\$55.00

DRACO IDEAS



DRUMS OF WAR: ENCLAVE

Set in a fantasy world, Drums of War puts each player in charge of an army represented by an asymmetrical deck of cards, led by a commanding hero. In two-player or solo games, Drums of War offers fast-paced, tactical games lasting 30 minutes. Humans, created as a weapon to confront the enemies of the gods, wage war against the orcs in their struggle for their territory. The orcs, once deprived of their freedom, will never be subjugated by anyone ever again. Choose a side and lead your army to victory in dynamic and tactical games, pitting asymmetric armies whose units are represented by cards on the battlefield. The clock is ticking, your troops are waiting for you... The Drums of War are beating! Scheduled to ship in August 2024. DRA 07000 \$29.99

NEXUM GALAXY

Nexum Galaxy is a game for 1 to 4 players from 12+ years old, in which we fight against other Civilizations in epic interplanetary battles to dominate the Galaxy. With simple and intuitive rules that can be learned very quickly, but at the same time with a high tactical and strategic component. You will be able to expand and exploit resources from each Galactic Sector while exterminating your enemies. Allows hundreds of different games with progressively increasing difficulty, from pure strategy without chance to the incorporation of Cosmic Events to which you will have to adapt your strategy. Scheduled to ship in April 2024. DRA 08000



.....\$39.99

DRACO STUDIOS



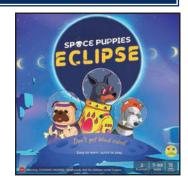
DRAGONBOND RPG: ENDLESS SAGAS -THE WEEPING MOTHER ADVENTURE BOOK

This third-tier adventure follows a party of adventurers as they explore this region of Angdain. As they search the neighborhood, the party will learn of the familiar dispute behind the disappearances, of the way it is linked to the cave in the distance, and of the extent to which the danger could threaten the entire city. Many challenges await, from the creature hiding in the cavern to the fearsome wails of the Weeping Mother. Scheduled to ship in June 2024. DAO 29103.....\$19.99

DRAGONFLY INVESTMENTS

SPACE PUPPIES: ECLIPSE

Will the Space Puppies beat the Aliens before they cause complete chaos in the universe? A board game of pure strategy and logic. A skilled player learns to anticipate the opponent's next moves. Get your game on and don't get blindsided. Space Puppies is a game that never repeats itself, there are never two equal matches and it never bores you! Easy to learn and quick to play, it is an entertaining game for beginners and veterans alike and something for kids and adults to enjoy. Scheduled to ship in August 2024. DFI SPE001\$35.00



DV GIOCHI

SPOTLIGHT ON



BANG!: LEGENDS EXPANSION

After millions of fights in every corner of the world, the original BANG! characters are ready to perform memorable feats and become Legends with incredible skills! What stories will you brag about to boost your fame? Are you ready to step into the shoes of crime or law in the most exciting way ever?

DVG 9119\$19.99

EVIL HAT PRODUCTIONS

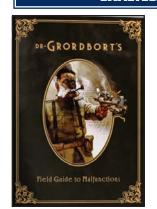
DEATHMATCH ISLAND RPG HARDCOVER

Fight to survive a mysterious and deadly battle royale in Deathmatch Island! Competitors in Deathmatch Island don matching track suits and explore mysterious islands while dodging gunshots as they perform for the cameras of Production. Armed only with their hazy memories and whatever gear they can scavenge; they struggle to conquer Challenges and earn Rewards. Ultimately, they face their most difficult test: Will they Play to Win? Or will they band together to Break the Game?

EHP 0064.....\$30.00



EXALTED FUNERAL PRESS



DR. GRORDBORT'S: FIELD GUIDE TO MALFUNCTIONS ZINE

This handy, 20-page booklet contains all eight Malfunction Tables for easy reference. 20 pages, 5.5 x 8.5 inches, full color, staple-bound zine. Scheduled to ship in April 2024.

EFP 01039\$10.00

36



DR. GRORDBORT'S: GM SCREEN

Scheduled to ship in April 2024.

EFP 01038\$22.00



DR. GRORDBORT'S: SCIENTIFIC ADVENTURE VIOLENCE SETTING BOOK (5E)

Dr. Grordbort's Scientific Adventure Violence is a retro-futuristic, pulp sci-fi setting and supplement for tabletop roleplaying gamery. Based on the comics, art, and universe created by Weta Workshop's Greg Broadmore, this is a unique and comprehensive guide to creating outlandish, interplanetary adventures. Lavishly illustrated with 200+ pieces of art by Broadmore and Weta Workshop. Designed for use with the 5th edition of some game with dragons and other silly, scientifically unfounded elements. Includes a custom character sheet printed at the end of the book. Scheduled to ship in

EFP 01037\$50.00



SYNTHETIC DREAM MACHINE: **MAGITECNICA - CODEX 1**

SDM: MAGITECNICA - Codex 1 - The Use and Misuse of Powers Great and Small is a volume of powers, rules, and spells for use with the synthetic dream machine roleplaying system and the UVG undying earth trail setting. Loosely compatible with most OSR roleplaying games that use levels (or hit dice, as some named them) and life scores (or hit points, as the ancients knew them). Includes: Cutaway map of the shiptower Haruspex, captained by the wizard Vorus, for when you need a fantasy sorsciencer's tower. 25 magitechnical powers in 4 albums, including the blood bullet gun fu of the Viridian Practice and the travel powers of the Dawn's Highway. Scheduled to ship in April 2024.

EFP Z0088\$15.00

FLYING FROG PRODUCTIONS

FLOODGATE GAMES

DECORUM:

MOVIN OUT EXPANSION

You and your partner have mastered moving in together. You're totally fulfilled! But wait... Now you have to move out!? How will your relationship hold up when the moving van runs out of room for all your precious curios?! When your smart car can't carry your boxes, your partner will surely pack them for you... right?? Onto the next adventure - Decorum: Movin Out. Let's get movin'! Play through 20 unique scenarios, as you wrestle with the best ways to persuade erm, agree... on which vehicle to pack your lamps and antiques in. Scheduled to ship in April 2024. FGG DECMO\$34.95

SPOTLIGHT

FORTUNE AND GLORY: THE CLIFFHANGER GAME -**REVISED EDITION**

The wildly popular Pulp Adventure board game Fortune and Glory is back with a brand new Revised Edition! A best-selling game since its first release in 2011, fans and new players alike have been clamoring for its return, and this new Revised Edition hits the mark! With a more compact box size, streamlined Rulebook, and over a decades worth of polish and errata worked in, this is the ultimate version of this classic Cliffhanger adventure game. Scheduled to ship in April 2024. FFP 0501-R.....\$99.95



FREE LEAGUE PUBLISHING

SKIRMISH MAYHEM HE MUTANT: YEAR ZERD UNIVERSE FLF MUT010.....

MUTANT YEAR ZERO: ZONE WARS - CORE SET

The Zone Wars Core Set includes everything needed for two players. The box comes with two Zone factions: the Ark Mutants and the Genlab Tribe, represented by three beautiful sundropped 32mm miniatures each more if stretch goals are unlocked. Also included are cards for characters, artifacts, Zone events and mutations, a full set of Year Zero dice, tokens, rulers and a set of cardboard terrain and a game mat. No assembly needed! Ark Mutants: A closely knit group of human mutants, searching for their origin in the mythical Eden somewhere in the Zone. Genlab Tribe: A tribe of intelligent animal mutants, recently having won their freedom from the horrors of Genlab Alpha. Scheduled to ship in May 2024.

FANROLL



DRAGON PLUSH DICE BAG Scheduled to ship in May 2024.



MET 10906 \$24.99

FIRESIDE GAMES



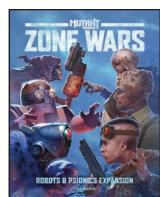
ULTIMATCH

Ultimatch is an addictive cooperative twist on matching card games that brings new options for making matches. The goal is to remove all the cards from a pyramid by matching them. You make matches by color, number, addition, subtraction, or even mixing colors, but you want to think through the best cards to use now and which ones to save for later. Single matches give you a rush, Ultimatches feel great, and clearing the pyramid feels amazing. Scheduled to ship in June 2024. FSD 2004.....\$9.95

MUTANT YEAR ZERO: ZONE WARS - ROBOTS & PSIONICS EXPANSION

This expansion set for the Mutant Year Zero: Zone Wars miniatures wargame expands the game with two more factions, allowing up to four players in a multi-faction mayhem! This boxed set includes ten detailed 32 mm miniatures (five each for the Mechatron Hive and the Nova Cult), cards, tokens, dice, a game mat, cardboard terrain, a ruler, and a scenario booklet including five full scenarios. Scheduled to ship in May 2024.

FLF MUT011\$69.99







COMING SOON

CLASH OF STEEL AMERICAN V.S. SOVIET



Clash of Steel is a brand-new game from the design team at GF9 and Battlefront. It features Dynamic Mission Based Game Play to ensure that every battle is unique and cinematic. Based on an Alternative History where the war in Europe finishes in 1944 with the surrender of Germany, but restarts just four years later in the face of Soviet aggression. Players take to the tabletop with one of four initial nations in Epic Tank-On-Tank Combat using Highly Detailed Multi-part Plastic Miniatures, battling over objectives in an attempt to control the battlefield and defeat their enemies.

The Clash of Steel Starter Sets contain everything a player needs to get started, including rules, miniatures, dice, tokens and much more...

APRIL

CS01

\$70

COMING SOON

AMERICAN FORCES



M26 Pershing Tank Platoon	CSU03	\$27
M4A3E8 Easy Eight Tank Platoon	CSU04	\$27
M4A3E2 Jumbo Tank Platoon	CSU05	\$27
M24 Chaffee Recon Platoon	CSU06	\$27
M36 Jackson Tank Destroyers	CSU07	\$36
M18 Hellcat Tank Destroyers	CSUO8	\$36

APRIL

SOVIET FORCES

COMING SOON









T-44 / T-54-1 Tank Company	CSS03	\$45
IS-2 Heavy Tank Company	CSS04	\$45
T-34/85 Scout Company	CSS05	\$36
SU-100 Tank-Killer Company	CSS06	\$45

APRIL

GIM





HEXTECH: WAVE 3

SELLER



NOW

HEXTECH MEGABLOCK





- 1x Fully Painted Megablock
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- Tabletop Ready Terrain

MARCH

HEXT10

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HEXTECH TRI-TOWER







- · 32mm Scale
- Tabletop Ready Terrain



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HEXT11

MARCH

NOW

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- 1x Fully Painted Binary Towers
- 32mm Scale
- Tabletop Ready Terrain

MARCH

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HEXTECH ATLEAN STEPPES







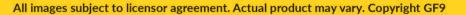
- 32mm Scale
- Tabletop Ready Terrain



\$40

HEXT13

APRIL



40





GARDEN GETAWAY

Garden animals gather each summer for a feast in this game. The goal is for your favorite animal to be the first to leave the garden. Set up by placing tiles and the Gate, and each player gets an Animal card. Roll dice on your turn, move animals based on the dice, and try to be the first to reach the Gate. The game ends when an animal escapes, and the person with that animal card wins. There's also an older player version with added tile effects for more excitement. Scheduled to ship in May 2024.

HBG GCAR-EN.....\$14.99



KATAMINO: TOWER

Katamino Tower is a logic puzzle game played with high-end 3D wooden shapes that must be arranged in order to reconstruct a tower. Each shape of the game is unique. In the cooperative mode for two players, each turn, a player chooses one of 15 pieces of the game and they play either around the pillar for the rings, or outside for the pentaminos. Players are allowed to gather, cheduled to ship in April 2024.

HBG GZKT\$37.99



LINE-IT

In Line-it, you build an ascending or descending line of numbered cards to score points. Will you play safe and bank the points to start a new line, or will you keep trying to add to the line to claim a jackpot? Scheduled to ship in April 2024.

HBG GMLI-EN\$14.99



In Task Team, two teams go head-to-head over a task while the third referees. Play with three people or three teams for even more fun! The first task will be deciding which two teams will go first: Rock paper scissors, arm wrestling, catch - you decide we don't want to know! During each round, two teams go head-to-head over the same task, while the third team acts as the Referee. Scheduled to ship in May 2024.

HBG GFDÉF-EN.....\$24.99

GOLDEN LASSO GAMES





DECUMA: THE R&D FOR YOUR RPG

Decuma is a big world-building tool in a little card box! Inspired by tarot, it helps gaming groups collaboratively create details for a campaign in any setting or tabletop roleplaying system. The tarot suits are divided into three groups which focus on creating location details, character connections, and world dynamics. 78 full color cards, an x-card, and an instruction booklet are all included in the eye-catching card box. Prompts are printed clearly on each card, so no tarot knowledge or reference books are needed. Just deal the cards and create! Scheduled to ship in May 2024.

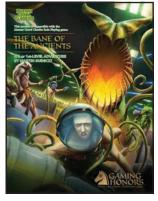
GLS DECUMA01.....\$35.00



ALL CHIMERAS GREAT AND SMALL

The Sweetspring River, lifeblood of the village of Lushfern, has slowed to a trickle. Was it a rockslide somewhere high in the Harrow Hills, or something more sinister? The answer lies far from the safety of the farmsteads, where strange beasts prowl the woods in search of prey. Courage! The village depends on you! All Chimeras Great and Small is a 1st-level 5E adventure for 4-6 players, inspired by the H.G. Wells' classic The Island of Dr. Moreau. Adventurers face off against opponents mundane and monstrous, their forms twisted by mysterious magic and cruel experiments. Prepare for a quest brimming with full-sized and miniaturized mayhem!

GMG GHM5E2303	\$9.99
DCC	
CMC CHMDCC3303	\$0.00



THE BANE OF THE ANCIENTS (MCC)

When a murderous zombie-like horde starts ravaging the land, a bold party of adventurers agrees to venture deep into the Slouismo Fen, where legend has it an ancient temple in the center of a dead lake holds a powerful relic known only as the "Bane of the Ancients." Players will face horrible monsters and discover wondrous relics of the Ancients, but can they find the cure and return to their village in time to save it? Take the adventure and find out! GMG GHM1903\$9.99



GOBLIN MARKET

delve into time-haunted ravines on a night when peril is said to be greatest, Midsummer Eve, in pursuit of missing girls and mystical fortunes. The girls' trail leads to a wonderful and gruesome festival gathering, the Goblin Market, held Midsummer in prehistoric elven ruins. The characters use cleverness and combat skill to overcome sin-eating bugbears, demonic rabies, countless conniving goblins and an enslaved legend to save the girls and unearth the ancient secrets hidden in the Goblin Market!

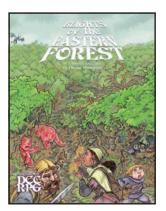
GMG LRE-MODWE002......\$9.99



CHAOS BEFORE THE MAST

Somewhere in the middle of the ocean lies a wizard's prized possession, and he's offered you a handsome reward for retrieving it. All you need do is set sail on the Intrepid Eel! On your journey, you will work and play alongside the crew, brave fierce squalls, battle the cursed ship Albatross...and face the monster of the sea, the Dread Grampus! Chaos Before the Mast is a 5E nautical adventure for 46 2nd-level characters.

DE .	
GMG GHM5E22	\$9.99
DCC	
GMG GHMDCC22	\$9.99



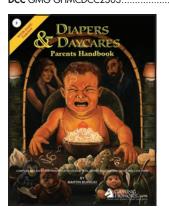
BLIGHTS OV THE EASTERN FOREST

This level 1 DCC RPG adventure sends your adventurers on a dangerous mission to cleanse the evil that spawns from the very roots of the woods. The adventure includes a 16"x24" poster-sized map featuring 11 adventure locations! Scheduled to ship in February 2024. GMG 3P212\$29.99

THE CHATEAU OF STOLEN MEMORIES

Consciousness comes back slowly. You awake on a cold stone floor. Black vines coat the stone walls around you. Blood and crushed grapes obscure arcane symbols beneath you. The people around you, unrecognizable. You have no memories of this place, no memories of these people, and no memories of yourself! The Château of Stolen Memories is a 3rd level 5E adventure for 4-6 players that centers around a devil's bargain, made centuries ago, dooming two families to an eternity in a hotel of the damned...a hotel that travels the cosmos offering a hellish deal to the dying, and for those who solve its riddle, salvation. **5E** GMG GHMC5E2303\$10.99 **DCC** GMG GHMCDCC2303\$9.99





DIAPERS & DAYCARES: PARENTS HANDBOOK, YOUR BASIC PARODY

Here come the kids...so roll for initiative! Create a Parent Player Character (PPC) and go on the adventure of a lifetime in Diapers & Daycares, a fully playable parody roleplaying game! Choose from exciting character classes like the Multitasker, skilled juggler of simultaneous errands, the Cyborg, master of the latest technology, and many more! Or be the Diaper Master (DM), and take your players through perilous encounters like, say, the checkout line at the grocery store! This hilarious handbook has everything you need to get started, including a sample scenario, The Temple of Elementary People.

GMG GHM2301\$11.99



DARK TOWER DICE

GMG 6084\$15.00 DCC GMG 6083\$34.99

DUNGEON CRAWL CLASSICS RPG



#072 - BEYOND THE BLACK GATE

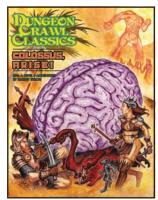
Summoned by a coven of foul witches, the adventurers are bid through the Black Gate and across the multiverse, in pursuit of the crown of the fallen Horned King. There, in the icebound gloom of Thrice-Tenth Kingdom, they must pit their wits and brawn against his dread servants. His sullen citadel looms above the darksome woods and elfin ice caves, ruling over the mystic kingdom. Do you dare to ascend the throne of bones and declare yourself master of the Wild Hunt? Whatever your answer, the land beyond the Black Gate is sure to present a grim challenge for the even the hardiest of adventurers!

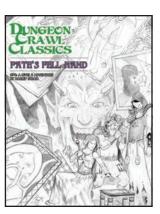
GMG 5073 \$9.99

#076 - COLOSSUS, ARISE!

Giants stalk the shifting sands as the lost city of Stylos awakens from its deathless slumber. The Fourth Age of Man is at hand! All that stands between the gigantic hordes of Stylos and their conquest of the world is your band of adventurers. Sinister traps, implacable foes, and the crushing tread of the dread Colossus all lurk within these pages, eager to test the courage and cunning of even the most accomplished adventurers.







#078 - FATE'S FELL HAND **SKETCH COVER**

Awash in a sea of phlogiston, three wizards battle for mastery of reality! But with each new day, all gains are lost and the game begins anew. It is up to the adventurers to upset this ancient balance. winning free of the shrinking demi-plane before all is reduced to the roiling stuff of raw Chaos! Will you strike a bargain, swearing fealty to one of the fell masters? Or will you attempt to master your own fate, pitting your luck and skill against arcane foes? Whatever you decide, you must act quickly, for gray worms press in from all sides and time grows short!

GMG 5079S\$14.99



#079 - FROZEN IN TIME LIMITED EDITION FOIL

Eons-old secrets slumber beneath the forbidden Ghost Ice. Since the time of the Elders, the local tribes have shunned the crawling glacier, knowing it as taboo land that slays all who tread its frigid expanse. Now, the Ghost Ice has shattered, revealing hints at deeper mysteries entombed within its icy grasp. Strange machines and wonderful horrors stir beneath the ice... Frozen in Time is a level 1 adventure for any DCC RPG campaign. It also includes new material for judges who want to send



#082 - BRIDE OF THE **BLACK MANSE**

Centuries past, Lady Ilse ascended to scion of House Liis by trading the archdevil Mammon what he wanted most: her immortal soul and a diabolical betrothal. The triumph proved hollow, for every year on the eve of her fell covenant, she was beset by visions of Mammon and her foul promise. Seeking to save herself, she was buried alive, swaddled in the holy symbols of a dozen divergent faiths. This desperate ploy held Mammon at bay for centuries... but a devil can afford to wait a very long time. After hundreds of years, the last of the holy wards has fallen.

GMG 5083\$9.99



#085 - THE MAKING OF THE GHOST RING SKETCH COVER

To save a soul and forge a ring! A ghostly enchantress calls for aid, her salvation hanging in the balance. Brave heroes are needed to complete the creation of a magical ring, a process that will take them from gritty city streets to sun-scorched deserts to the ruins of an ancient fortress atop a windswept peak. Are the adventurers up to the task or shall a sinister demon claim the souls of not only the enchantress but the heroes as well? Only luck, courage, and wits will triumph against adversity and allow the adventurers to claim the Ghost Ring for themselves!

GMG 5086K\$14.99

#079 MINI - FROZEN IN TIME

Eons-old secrets slumber beneath the forbidden Ghost Ice. Since the time of the Elders, the local tribes have shunned the crawling glacier, knowing it as taboo land that slays all who tread its frigid expanse. Now, the Ghost Ice has shattered, revealing hints at deeper mysteries entombed within its icy grasp. Strange machines and wonderful horrors stir beneath the ice... Frozen in Time is a level 1 adventure for any DCC RPG campaign. It also includes new material for judges who want to send their adventurers in a Stone Age setting!

GMG 5080M \$9.99





#087 - AGAINST THE ATOMIC OVERLORD

For a thousand years, Mezar-Kul has known only war, and now the Overlord reigns supreme. From his gargantuan metal fortress, he rules the blasted remains of the planet's last city. Hope seems lost until visitors arrive from a distant world, bringing uncanny, magical powers. Your adventurers must pick a path through twisted ruins, ancient missile silos, strange monorail systems, and a conflict with four deadly factions to save a world or destroy it! GMG 5088\$9.99



#087 - AGAINST THE ATOMIC OVERLORD SKETCH COVER

For a thousand years, Mezar-Kul has known only war, and now the Overlord reigns supreme. From his gargantuan metal fortress, he rules the blasted remains of the planet's last city. Hope seems lost until visitors arrive from a distant world, bringing uncanny, magical powers. Your adventurers must pick a path through twisted ruins, ancient missile silos, strange monorail systems, and a conflict with four deadly factions to save a world or destroy it!

GMG 5088K \$14.99



AGAINST THE THIEVES GUILD

Goodman Games presents Against the Thieves Guild, an adventure for 2nd level characters. The heroes must retrieve a magical lockbox secured in a vault secluded in a trap-laden dungeon. Sounds like a simple heist? But soon, the characters are embroiled in a centuriesold rivalry between master thieves. Assuming they survive the deathtraps, they still must deduce the secret of the enchanted lockbox! Against the Thieves Guild is an all-new 32page softcover adventure, fully compatible with Dungeon Crawl Classics RPG. GMG 4726\$10.99



#088 - THE 998TH **CONCLAVE OF WIZARDS**

Hail, wizard of Aereth! Forget everything you think you know about the magic. Mastery of the occult lies beyond the comprehension of your world's primitive societies and warring kingdoms. Your cantrips and legerdemain are mere parlor tricks in the face of true power. The Star Cabal, peerless practitioners of the arcane arts, extends a rare invitation to join their ranks. Hurtling through the cosmos in a marvelous flying city, the magicians are revered as lords of creation by the spacefaring races of a thousand suns. Ascend to the stars and seize your rightful seat in the vaunted halls of power... if you dare.

GMG 5089 \$19.99

DYING EARTH - #010 PASSAGE TO THE MANSE OF ERUDITE WONDERMENT

Goodman Games is proud to announce DCC DE #10 Passage to the Manse of Erudite Wonderment, the latest adventure in their DCC Dying Earth product line. In this adventure, the party must survive a perilous journey across the wilds of the Dying Earth to the enigmatic home of one of the world's last magicians. Along the way, they'll have to overcome dangers both magical and mundane, not to mention the inter-party grudges! DCC DE #10 Passage to the Manse of Erudite Wonderment was inspired by the DCC Dying Earth team's visit to the home of Jack Vance wherein they enjoyed the opportunity to view the famed writer's personal possessions and speak with his son, John Vance, about his father and his

fantastical work. It is intended for 2nd level DCC Dying Earth characters.



LANKHMAR #015 - THE HOUSE OF JADE AND SHADOW

When an exiled nobleman from Far Kiraay claims Lankhmar as his new home, his estate becomes a hotbed of debauched revelry. Now a group of scoundrels have infiltrated the latest masquerade, intent on stealing a king's ransom worth of jewels rumoured to be kept on the property. When the hunters become the hunted, these daring thieves soon learn that they are no longer the rulers of the night! GMG 5230\$9.99



By Mitra's Bones, Meet Thy Doom! is a 2nd level Dungeon Crawl Classics adventure that can be played as a stand-alone adventure or used as a means to introduce Jennell Jaquays' famed Dark Tower adventure into any DCC RPG campaign. This is a special variant cover of DCC #105 featuring Jennell Jaquays. Fifty percent of proceeds from this edition will go to the fund to help pay for Jennell's medical bills. GMG 5115JNL.....\$19.99

#105 - BY MITRA'S BONES,

MEET THY DOOM!



#106 - TRIALS OF THE TRAPMASTER'S TOMB

Goodman Games is proud to present DCC #106 Trials of the Trapmaster's Tomb. The tomb of an infamous trap-maker and necromancer opens once each year, giving desperate souls seeking fortune and glory the chance to challenge their wits against the Trapmaster's deadliest creations and deathless guardians. Few come out alive, but those who do go on to become heroes. DCC #106 Trials of the Trapmaster's Tomb is a O-level funnel adventure for Dungeon Crawl Classics RPG. This trap-centric adventure will challenge both

the players and their characters with a plethora of death traps and supernatural foes. The toll will be high, but the fortunes to be claimed by the survivors is vast. GMG 5116 \$9.99

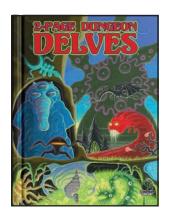




Goodman Games presents Original Adventures Reincarnated #8, Grimtooth's Old School Traps. This tome contains 150+ classic traps, fully developed for DCC RPG rules. It could not be any easier to get these death traps to your game table. Inside you will find delver dicers, character crushers, adventurer anxieties, minion munchers, hero haranguers, and much more to protect your dungeon treasures. All crafted by Grimtooth, the Trap Master troll, himself. Grimtooth's Old School Traps is an homage to the classic

books Grimtooth's Traps and Traps Too.





DUNGEON DENIZENS

DUNGEON DELVES (5E OR DCC)

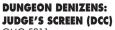
Goodman Games presents Dungeon Delves, and adventure companion to Dungeon Denizens, for your 5E or DCC RPG game. Can you solve you solve the mystery in Tears of the Goddess? Or perhaps your characters attempt to plunder the Vault of Doors. Dungeon Delves is a 40+ page softcover of 2-page adventures set in a wide variety of environments for variable character levels. Each Delve features one or more monsters from Dungeon Denizens, a map, an illustration, and 3 to 5 encounter areas. These Delves are perfect for one session of play. This book is system neutral, and can be used for your 5E or DCC RPG game, along with a copy of Dungeon Denizens.

GMG 50108\$19.99



DUNGEON DENIZENS: GAME MASTER SCREEN (5E) GMG 50106\$15.99





GMG 5311\$19.99





THE EXODUS OF WOLFBANE

Yesterday the village of Wolfbane was razed to the ground by a jealous king determined to find Shadowforde, the mysterious spellcaster who has aided the citizens for generations. Now you and a few dozen survivors are on the run, desperately trying to protect Shadowforde and reach his mythical homeland, Stonewater, your only hope of a safe haven. The journey will take weeks, and the way is full of danger. Shadowforde is weak and ill. The king's men are hunting you. And you are searching for a legend. The Exodus of Wolfbane is an epic 1st to 3rd-level adventure compatible with the 5th edition of the world's first fantasy role playing game.

encompass a wide range of challenge ratings, from 0 to 30. Each entry includes brand-new full-color art, fully developed 5E statistics, plus notes on ecology, evocative lore, and tactics. Appendices include summaries of the foul critters contained in this mammoth book, organized by type, terrain, and challenge rating.

DUNGEON DENIZENS

5E GMG 50105......\$69.99 **DCC** GMG 5310......\$69.99

Goodman Games presents Dungeon Denizens, 500+ fully developed monsters for your

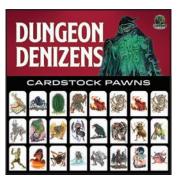
5E game. A Game Master armed with this book, along with a vivid imagination, will be armed to craft thoughtful, challenging encounters for even the most skilled and demanding

players. The next time your characters pry open a stuck dungeon door, surprise them with

one of these Dungeon Denizens! Dungeon Denizens is a 500+ page hardcover of foes that

DUNGEON DENIZENS: CARDSTOCK PAWNS (5E OR DCC)

Goodman Games presents Dungeon Denizens Cardstock Pawns, and an accessory to Dungeon Denizens, for your 5E or DCC RPG game. Bring the monsters of Dungeon Denizens to life on your game table with cardboard standee pawns, featuring full-color art from the book. An assortment of aberrations, a crowd of constructs, a horde of humanoids, a barrage of beasts, and a frenzy of fiends, plus others, are included. Dungeon Denizens Cardstock Pawns includes 500 cardstock pawns. Printed on thick, durable cardboard stock, these die-cut



pawns are ready to punch out and clash with your favorite characters on the table. These pawns are system neutral, and are ready to be used for your 5E or DCC RPG game. GMG 50109 \$119.99



DUNGEON DENIZENS: DUNGEON DICE

5E	
GMG 50107\$15.0	0
DCC	
GMG 6091\$34.9	9



FIFTH EDITION FANTASY: #026 -**AGAINST THE THIEVES GUILD**

Goodman Games presents Fifth Edition Fantasy #26, Against the Thieves Guild, an adventure for 4th-level characters. The heroes must retrieve a magical lockbox secured in a vault secluded in a trap-laden dungeon. Sounds like a simple heist? But soon, the characters are embroiled in a centuries-old rivalry between master thieves. Assuming they survive the deathtraps, they still must deduce the secret of the enchanted lockbox! Against the Thieves Guild is an all-new 32-page softcover adventure, fully compatible with the fifth edition of the world's first fantasy role playing game.

GMG 55526\$10.99

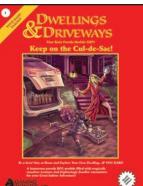


ORIGINAL ADVENTURES **REINCARNATED: #008 -GRIMTOOTH'S OLD SCHOOL TRAPS**

Goodman Games presents Original Adventures Reincarnated #8, Grimtooth's Old School Traps. This tome contains 150+ classic traps, fully developed for 5E rules. It could not be any easier to get these death traps to your game table. Inside you will find delver dicers, character crushers, adventurer anxieties, minion munchers, hero haranguers, and much more to protect your dungeon treasures. All crafted by Grimtooth, the Trap Master troll, himself, Grimtooth's Old School Traps is an homage to the classic books Grimtooth's Traps and Traps Too.

GMG 50008\$49.99





DWELLINGS & DRIVEWAYS: KEEP ON THE CUL-DE-SAC! YOUR BASIC PARODY

Dwellings & Driveways from Gaming Honors is only one of the many, many popular playing aids you can use to fill the endless hours you spend sitting at home. But why would you choose anything else? Tie up those sweatpants, grab a potion of Cure Light Caffeine Headache, and dare to Keep on the Cul-de-Sac! Explore the Keep or Design Your Own! This mysterious dwelling filled with magically mundane items and frighteningly familiar encounters is system neutral. This hilarious parody module features a funny new perspective on your daily homebound escapades.

GMG GHM2001\$9.99



METAMORPHOSIS ALPHA RPG: GOLD FOIL COLLECTOR'S EDITION

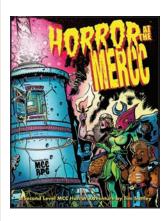
The very first sci-fi RPG returns in a deluxe oversized hardcover with a gold foil cover! This includes the original 1976 rules, all the supporting articles from Dragon Magazine, introductions by Tim Kask and Jon Peterson, new material from James M. Ward, plus loads of extras and new material!

GMG 4391F.....\$120.00



MONSTER ALPHABET: GOLD FOIL EDITION

A is for Android, B is for Breath Weapon, C is for Crossbreed! Game masters of any rule system will find inspiration for creating strange, new abominations: random tables of traits, powers, and lore; awe-inspiring illustrations by your favorite fantasy artists old and new; and rolling handfuls of dice directly on monster generation diagrams. GMG 4386F.....\$29.99

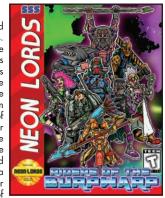


HORROR AT THE MERCC (MCC)

The Holy Medicinal Order needs your help. They have recently found some mutated rodents in possession of healing artifacts of the ancients. These artifacts must have come from a local anomaly a small hill, of a shape not normally found in nature. What strange magic powers of the ancients are at work? Is your party up for the task of investigating this anomaly? Horror at the MERCC is a second level, horror themed adventure for the Mutant Crawl Classics system. This is a fully illustrated, 36-page, self-contained adventure designed to be dropped into any MCC campaign setting. GMG 3P242\$11.99

RIDERS OF THE BURPWARP

THE VASTNESS OF SPACE. A home to scattered plains of emptiness and realms of nothingness. Within such voids lies the domain of the Elder Space God. An ageless entity that has seen countless births and deaths of galaxies stretching back to the dawn of creation. Time is meaningless to one who was there before the clock first struck. Khaos winds howl around them as they float adrift in the abyss. The Lords of Light know of them and the Khaos Godz fear them. With the flick of their finger life can cease to exist. With a rumble that began within the deepest bowls of the Elder Space God, time and Terra-realm were changed forever. Expelling a ferocious planet-shattering BELCH, the Elder Space God ripped asunder the very fabric of



space itself, simultaneously opening a portal to the past, present, and future. as...RIDERS OF THE BURPWARP

GMG 3P275\$30.00



TALES FROM THE MAGICIAN'S **SKULL: #012**

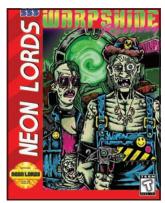
All-new sword and sorcery adventure in the classic vein of Weird Tales and other great pulp magazines! This issue features a half-dozen original stories paired with stunning pen-and-ink illustrations! Plus, game stats for DCC RPG from each tale, and a fantastic new cover by Sanjulian. This issue features the following stories: Seekers of the Southron Shard by John C. Hocking, Dragonlight by David Gullen, The Oracle by Gregory D. Mele, Breakers by Dan Thurot, The Last Warrior of R'Kim by Cintain, Flight of the Marsh Men by Ian Ableson.

GMG 4511\$14.99



SKY OV CRIMSON FLAME

Sky ov Crimson Flame takes your woefully



WARPSHINE RUNNERZ

Beggars Ridge, once a thriving humanoid mining sector, lies abandoned and overrun by mutant rednecks, irradiated monsters, zombies, and nuclear squirrels. Forgotten mines, rumored to house treasures guarded by otherworldly beings summoned through Khaos magic, attract explorers seeking gold, Xeno tech, and Weirdstonez. Discover 37 unique locations, including the Knickerbocker Mystery Mansion and Frankie Fang's Funtime Fiasco barcade, in this expansive hex crawl adventure. On top of the expansive setting, the book also has a full-fledged adventure in it! The Twain Clan has gone and made the wrong person mad and now there is a bounty out for their heads and to put a stop to their illegal Warpshine operation.

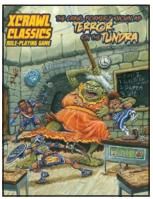
GMG 3P276\$30.00

XCRAWL CLASSICS RPG



#000 - MURDER MOUNTAIN SMACKDOWN

Goodman Games is pleased to present XCC #0 Murder Mountain Smackdown, the first in its line of Xcrawl Classics adventures. DJ Hard Knoxx puts out a call for wannabe superstars from all over the Empire! Can you survive his mountain playground full of beer-drinking Yetis, angry post-cryptids, ice grommits, and an extradimensional monster seeking souls? GMG XCC12S.....\$9.99



#001 - THE CRAWL **FORMERLY KNOWN AS** TERROR ON THE TUNDRA

Goodman Games is excited to announce XCC #1 The Crawl Formerly Known as Terror on the Tundra, the second adventure for the brand new Xcrawl Classics RPG. When DJ Hotdeath invites you to his big event in his hometown of Minneapolis, it could be your big break! But this is not the Minnesota Nice you may have heard about.

GMG XCC13S.....\$9.99



#003 - PLEASE XCRAWL! DON'T HURT 'EM

Goodman Games is happy to announce XCC #3 Please Xcrawl! Don't Hurt 'Em for Xcrawl Classics RPG. DJ Rosie the Riveting invites only the bravest, most cunning, most tenacious adventurers to her legendary Detroit event. You KNOW you have to make the scene! But come prepared, she's got war turtles, purge zombies, killy putty, and more at her disposal. No scrubs need apply! GMG XCC15S.....



#004 - DEATH IN THE **DUNGEON OF TOMORROW**

Goodman Games is happy to announce XCC #4 Death in the Dungeon of Tomorrow for Xcrawl Classics RPG. The PCs' professional adventuring careers are doomed unless they find some way to earn enough money to become members of the Adventurer's Guild again. Luckily, some researchers from UCLA's Technomagic Department make them an offer: spend one weekend allowing them to map their moves onto a virtual dungeon for fast cash. What could go wrong? XCC #4 Death in the Dungeon of Tomorrow is an unpredictable Xcrawl adventure for 4th level Xcrawlers, and the first adventure to take place outside of the normal arena setting. GMG XCC16S.....\$9.99





#005 - BAY CITY FIRESTORM

Goodman Games is happy to announce XCC #5 Bay City Firestorm for Xcrawl Classics RPG. The San Francisco crawl a venerable staple of the West Coast Xcrawl season, and this year DJ N-10 means to take it to the next level! Think you're ready for a super-sized baseball showdown, the L.A.V.A. monster, and a pinball challenge that must be seen to be believed? All this and much, much more wait the Empire's Bravest!





XCRAWL CLASSICS RPG: #006 -DOOMS 2 GO

Goodman Games is proud to present XCC #6 Dooms 2 Go for Xcrawl Classics RPG. Fresh designers answer the question, "What to do when you just need one more room to make your Xcrawl happiness complete?" XCC #6 Dooms 2 Go compiles several single-room encounters for the Xcrawl Classics RPG. Add them to extant dungeons, run them as intricate oneencounter single adventures, or use them as models for writing your own amazing adventures for the Worlds Funnest Death Sport. Featuring deadly ball crawls, zerogravity challenges, Lovecraftian-inspired puzzle rooms, plus "Drakes on a Plane," these are a collection of rooms your players won't soon forget! GMG XCC18S.....\$9.99

#002 - TROPICRAWL CATACLYSM

Goodman Games is pleased to present XCC #2 Tropicrawl Cataclysm for the brand new Xcrawl Classics RPG. It's a rumble in the jungle as DJ Flexxx brings the heat with this year's Miami Tropicrawl! Fabulous prizes and certain death await anyone foolish enough to enter the arena to face insane gatormen astride turbopowered jet skis, exploding volcanic caverns, and amazing cash prizes.

GMG XCC14S......\$9.99

COMPLETE COLLECTION

Goodman Games is delighted to present the Xcrawl Classics Complete Collection. This bundle includes everything you need to star in the highly entertaining and lethal, livestreamed sport of Xtreme Dungeon Crawling - Xcrawl! Pit would-be star athletes against parachuting velociraptors, karate dragons, and more for fame, fortune, and lucrative sponsorship deals. The Xcrawl Classics Complete Collection include the XCC core rulebook, seven adventure modules intended for PC ranging from 0 to 5th level, a judge's screen, and Xcrawl reference book with all the information you need at your fingertip.



GMG XCC19.....

CORE RULEBOOK

Goodman Games is proud to present Xcrawl Classics RPG core rulebook, the exciting game of livestreamed Xtreme Dungeon Crawling! In Xcrawl, professional adventurers team up to challenge manufactured dungeons for fabulous prizes with the whole event streamed live on spell phones. Xcrawl Classics is a complete RPG with new classes, spells, monsters, and more suitable for populating your Xcrawl campaigns. Enjoy creating improbable encounters not found in a standard fantasy setting that players will never forget.

GMG XCC1.....

REFERENCE BOOKLET

Goodman Games is happy to announce the Xcrawl Classics Reference Booklet for use with its brand new Xcrawl Classics RPG. Convenient and useful to both Dungeon Judges and Xcrawl players, alike, this handy reference guide contains all the tables you need when playing Xcrawl right in the palm of your hand! The digest-sized softcover Xcrawl Classics Reference Booklet contains almost every table from the Xcrawl Classics RPG core rulebook, making it a breeze to find the information you need when the action is fast and furious, the crowd is roaring, and the livestream viewer numbers are skyrocketing. GMG XCC4.....





DUNGEON JUDGE'S SCREEN

GMG XCC3......\$9.99

GRAND GAMERS GUILD



WORDS OF A FEATHER

Players reveal words from the general supply and add their own words to the mix. All players try to write down matching words based on the clues provided. Players can bet their points if they are feeling confident about a match. All players start with 3 words (cards) in their hand. On their turn, a player reveals 2 words from the general supply. The active player selects 2 words from their hand as clues and says, out loud, one additional word to make 3 clues. They write down their secret word and all players then write down a word that they think will match with another player. Scheduled to ship in June 2024.

GGL WOAFRETAIL.....\$34.99





IRONGUARD MINIATURE DISPLAY CASES

Ironguard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting

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Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

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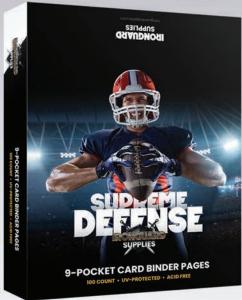


IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

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IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

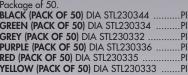
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Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards.

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IRONGUARD BOARD GAME SELEEVES

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

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A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

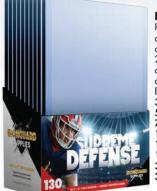
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IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card hold-

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Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

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TALES OF THE VALIANT RPG: **GAME MASTERS SCREEN**

KOB 9801.....





TALES OF THE VALIANT **RPG: GIFT SET SLIPCASE** (HARDCOVER)

Tales of the Valiant Player's Guide and Monster Vault together in a beautiful slipcase! This Gift set show cases both covers on either side.

KOB 9795......\$129.99

SPOTLIGHT ON



TALES OF THE VALIANT RPG: **MONSTER VAULT**

All the Monsters You Need for a Valiant Adventure! The Monster Vault contains over 400 monsters for the Tales of the Valiant roleplaying game and all the guidance you need as a Game Master to run encounters with those monsters. In this book, you'll find: Classic fantasy monsters, such as ogres, dragons, water elementals, and giants. New monsters suitable for any fantasy or science fantasy world, such as ambush hags, virtuoso liches, fey guardians, mechadrons, and robots. New terrors from the ever-corrupting Void, such as voidlings, star crows, crimson jellies, and the mighty void dragon.

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SPOTLIGHT ON



TALES OF THE VALIANT RPG: **PLAYERS GUIDE**

Do you want to play the Tales of the Valiant roleplaying game? Do you need a guide for that? Well good news, this is it! All the tools of high adventure are here, plus new twists and new options born in the Kobold Press warrens! Here's s some of what's inside: 13 classes based on classic fantasy archetypes: fighter, roque, wizard, and more! Fantastic lineages and heritages to describe your character's origin. A full equipment section that includes magic items for players to see! A full rules system compatible with the SRD and all the 5E books you already own! With support for every play style from story-driven narrative gaming to rulesheavy dungeon-delving, Tales of the Valiant RPG is the sharp blade you need to slay dragons, seize treasure, and tell your own tales! Be Bold. Be Brave. Be Valiant

HARDCOVER

KOB 9757.....\$59.99 LIMITED EDITION HARDCOVER KOB 9764.....\$79.99

KONAMI DIGITAL ENTERTAINMENT

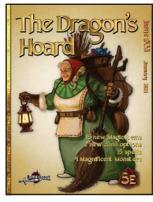


YU-GI-OH! TCG: 25TH **ANNIVERSARY RARITY COLLECTION II BOOSTER** DISPLAY (18)

25th Anniversary Rarity Collection II packs have twice as many Ultra Secret Rares per pack, which gives you twice as many chances at luxury rares per pack! We've cut back on the packaging, so there will be fewer packs you'll need to open to get the same number of the cards you're looking for. And with double the cards per pack, about two-thirds of packs should have at least one luxury rare, this time, and around a third should have more than one. You could even get up to SIX luxury rares in the same pack, this time around! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86453..... \$179.82

LEGENDARY GAMES





THE DRAGON'S HOARD (5E)

Magic, Monsters, and More! The Dragons Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! Each issue of The Dragons Hoard takes every new magic item, spell, monster, or other new rules content from our ongoing Legendary Loot Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! Scheduled to ship

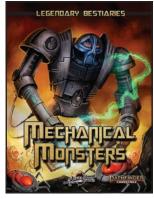


MECHANICAL HEROES (PF2)

Unlock the power of technology with Mechanical Heroes for Pathfinder Second Edition, featuring 50 pages of fantastic new character options to incorporate mechanical minions and might. Embrace new ancestries like the techno-organic auttaine with their modular clockworks, the armor-plated divymm, and the energized phalanx charged from within, complete with rich background lore and two dozen heritage feats like Constricting Grasp, Fast Recharge, Integrated Toolset, and Reactor Siphon. Scheduled to ship in May 2024. LGP 599MMB02PF2......\$16.99

MECHANICAL MONSTERS (PF2)

Mechanical Monsters features over 130 incredible creatures for Pathfinder Second Edition born from mad scientists and magitech, clockworks and cybernetics. Within these pages, you'll find over awesome adversaries and gear-driven goliaths from low-level mecha-minions like walking eye robots, rust-risen undead, and ferrofluid oozes to titanic annihilator robots, magnetoclusters, heavy metal elementals, and clockwork leviathans! You'll find creatures from across the spectrum of technological advancement, from primitive ironrot lichen to sorcerous soulbound shells, gearpunk steamwerks golems and sinister cranial dissectibots, to advanced android assassins and nanite storms. Scheduled to ship in May 2024. LGP 574MMB01PF2.....



.....\$29.99

LOKE BATTLE MATS



THE DECK OF MANY (5E): INSULTS

Deck of Many Insults is a deck of 100 cards of witty and sharp put downs, vicious mocks, insults and comebacks designed to be used in any tabletop roleplaying game (and beyond). Beautifully illustrated, these cards will mean you are never left speechless or short of a vicious mock, and you can deliver the perfect line with style. Publisher's advisory Vicious mocks and cutting content. Some knowledge of anatomy required. Age 14+. Scheduled to ship in June 2024.

LBM 051\$17.99

MAESTRO MEDIA VENTURES



SALLY FACE: STRANGE NIGHTMARES

Maestro Media presents Sally Face: Strange Nightmares, the thrilling cooperative tabletop game based on Steve Gabry's award-winning video game, Sally Face. Unravel the mysteries with your friends as you explore the Addison Apartments before the corruption takes over. Get ready to uncover the secrets and unveil the truth with Sally Face: Strange Nightmares. Scheduled to ship in May 2024.

MMV SF001\$40.00



SALLY FACE: STRANGE NIGHTMARES - DELUXE

Maestro Media presents Sally Face: Strange Nightmares, the thrilling cooperative tabletop game based on Steve Gabry's award-winning video game, Sally Face. Unravel the mysteries with your friends as you explore the Addison Apartments before the corruption takes over. Get ready to uncover the secrets and unveil the truth with Sally Face: Strange Nightmares. Scheduled to ship in May 2024.

MMV SFD001\$55.00



STREAMER STANDOFF

Budding influencers race to build their streaming channels and gain 20 million subscribers by piecing together and releasing content to match current cultural trends. The first to reach 20m subscribers wins! Scheduled to ship in May 2024. MMV SOFF001\$20.00

MANA PROJECT STUDIO

COWBOY BEBOP RPG Scheduled to ship in May 2024.





COWBOY BEBOP RPG: CORE RULEBOOK

With the official role-playing game of Cowboy Bebop, one of the most popular anime of all time, you will experience memorable adventures as a handful of bounty hunters, roaming the entire solar system. You will play out your stories as bounty hunter's in a universe that mixes jazz with westerns, film noir with buddy cops ones. With an original and narrative game system, scene after scene, you will see your characters change, face their troubled past, invent a future for themselves - or, on the contrary, get stuck into their memories.

MPS 10025 \$54.90



COWBOY BEBOP RPG: CORE RULEBOOK - LIMITED EDITION

To celebrate the 25th anniversary of Cowboy Bebop, we're delighted to offer a unique Deluxe Edition of the game. This deluxe volume is bound in faux leather with silver foil and debossed design. MPS 10026\$109.90



BIG SHOT SCREEN

MPS 10027 \$27.90



ED SMILE DICE SET

MPS L420075.....\$17.90



EIN DICE SET

MPS L420073.....\$17.90



QUICKSTART

In Cowboy Bebop Roleplaying Game, based on one of the most popular anime of all time, you will experience memorable adventures as a handful of bounty hunters, roaming the entire solar system. With this Quickstart, you can try out this roleplaying game and experience its novel and narrative mechanics. Dive into the world of Cowboy Bebop - you won't regret it. Scheduled to ship in May 2024.



SPIKE SPIEGEL DICE SET

MPS L420069.....\$17.90



SWORDFISH II DICE SET

MPS L420068.....\$17.90



WOOLONG CHIPS SET

MPS L420076.....\$17.90

MIND INVENTIONS



KINGDOM BATTLE

Kingdom Battle by Mind Inventions is a card game of strategy and adventure, with a twist of math! It is simple to learn, fun, exciting and full of surprises! Battle using Character and Action cards to defeat your opponents. Practice addition, doubling and tripling the numbers while strategizing and bluffing your way to victory. Whoever gets the largest Kingdom by defeating and capturing the most Character cards wins! Scheduled to ship in June 2024.

MIN KB001

MODIPHIUS

FALLOUT FACTIONS Scheduled to ship in April 2024.



BATTLE FOR NUKA-WORLD STARTER SET

Welcome to Fallout: Factions, the brand-new Fallout Miniatures Skirmish game from Modiphius and acclaimed game designer James Hewitt! Lead your crew of raiders through the ruins of Nuka-World, cutting the competition out of your territory, and watching your Scavvers, Psychos, and more grow into a fearsome fighting force with every victory! Scheduled to ship in April 2024.

MÚH 107001 \$100.00





DICE SETS - THE DISCIPLES MUH 107006.....\$19.00



DICE SETS - THE PACK MUH 107007.....\$19.00





TRAVELLER RPG: THE DEEP AND THE DARK

MONGOOSE PUBLISHING

Steeped in history, riven by conflict, and filled with contradiction, The Deep and the Dark covers two sectors at the interface of human and Aslan space, where rival species and civilisations have long contended for influence and power. Here lie the ancient battlegrounds of the Aslan Border Wars and the Cultural Purge. Here are found worlds abandoned or ignored for centuries, which shelter strange, isolated societies that have fallen back to primitive conditions. Reavers Deep lies on the edge of the Great Rift, with a wide Buffer Zone separating the human systems of the Third Imperium and Solomani Confederation from the Aslan worlds of the Hierate. Within this Buffer independent states and worlds harbour fierce

animal life and many alien species, while fierce marauders and petty warlords plague the sector. Scheduled to ship in May 2024.

MGP 40112\$59.99

DICE SETS - THE OPERATORS MUH 107005.....\$19.00

FALLOUT: WASTELAND WARFARE





ROBOTS EYEBOTS

FALLOUT RPG

Scheduled to ship in March 2024.

MAP PACK 1 - VAULT

MUH 0580220......\$45.00



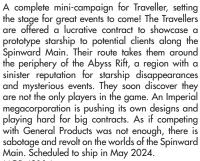
SETTLER'S GUIDE BOOK

Across the wasteland of America, pockets of survivors have built new communities amongst the ruins of the old. Now, the Settlers Guide Book for Fallout: The Roleplaying Game gives you all the tools you need to build your own settlements and expand your games in new ways, including a host of player options and equipment, companions,

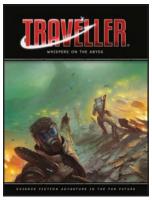
automatrons, factions, and guidance for the gamemaster. Within the 192-page Settlers Guide Book you will: Create new characters from brand new origins, including the Commonwealth Minutemen, New California Republic, robots, and more! Build your own settlements and manage your settlers!

MUH 0580205\$35.00

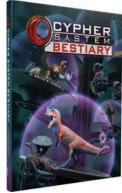
TRAVELLER RPG: WHISPERS ON THE ABYSS



MGP 40114\$49.99



MONTE COOK GAMES





This stunningly illustrated collection provides an almost infinite array of encounters, with dozens of inspiring creatures plus oodles of variants and customization options. Many of the listings have fold-out pages that put tons of useful and inspiring information at the GM's fingertips. A streamlined stat block makes it easy to run the creature at the table but delve deeper, and each entry is chock full of lore, fascinating info, and options. Customize creatures with different names, alternate special abilities and traits, interesting looks, distinct motivations, companions or pets, lair designs, unique mechanics, and more. Scheduled to ship in April 2024.

MKĠ 372.....\$49.99



CYPHER SYSTEM RPG: IT'S ONLY MAGIC (HARDCOVER)

Imagine a world of spells, glamours, ghosts, and demons, a world like ours, with today's society, technology, and culture. Perhaps a cozy witch-core setting, or a frantic campaign where dark supernatural forces threaten existence itself. Whatever your vision, It's Only Magic brings a touch, or a truckload, of magic to the modern world. Find tools and advice for integrating magic and the supernatural into any modern Cypher System campaign, along with adventures and inspiration; rules, creatures, and character options; and a richly detailed setting you can use for a cozy standalone campaign or drop into a larger magictouched world. Plus you get an entire bonus setting by Eric Campbell and Sam de Leve! Scheduled to ship in May 2024. MKG 373.....\$49.99



SPACE HOPPERS: SINGKO ACADEMY

Crew up in this action-packed space adventure. A 3-6 player strategy card game thats family-friendly and filled with twists and turns. Welcome to Singko Academy, the coolest school in the universe. You and your crew go on space hops around the galaxy to collect souvenirs. You'll meet new friends, discover new foods, fend off a few pirate attacks and maybe even sit in on a diplomatic intergalactic treaty session. So buckle up for a Space Hoppers adventure! Scheduled to ship in August 2024. ORB 0200101 \$24.99



PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - WARDENS OF WILDWOOD PART 3 OF 3 -

Shepherd of Decay is a wilderness-themed Pathfinder adventure for four 11th-level characters. The adventure concludes the Wardens of Wildwood Adventure Path, a three-part monthly campaign in which a group of adventurers navigate a tricky balance between idyllic wilderness, a hungry nation, and primal forces beyond the natural world. This volume also includes a look at how to continue the campaign, a gazetteer of a settlement on the Plane of Wood, several new magical items, and new monstrous threats Scheduled to ship in June 2024.













PATHFINDER RPG: MONSTER CORE PAWN BOX (P2)

The fearsome foes of the Pathfinder Monster Core come alive on your tabletop with this collection of more than 450 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG! Printed on sturdy cardstock, each double-sided pawn contains a beautiful full-color image of a monstrous friend or foe from the Pathfinder Monster Core. The pawns slot into size-appropriate plastic bases included in the box, making them easy to mix with traditional metal or plastic miniatures, bringing your Pathfinder campaign to stunning life Scheduled to ship in June 2024. PZO 12002-MC......\$74.99

PEGASUS SPIELE NORTH AMERICA



ALPACA

Everyone loves alpacas! And those who say they don't? They must be mistaken alpacas are adorable, soft, irresistible little fluff balls. The era of the Alpaca has arrived! This novel deck-builder pits players against each other in the competitive world of alpaca farming. Players each begin with an identical deck of alpaca cards and fence materials. Customize your deck with alpacas from the market and build a strategy to take advantage of each alpacas special ability. You'll score points for each alpaca on your farm and any purchased end-game bonus cards.) Scheduled to ship in June 2024. PNA 80001.USA\$24.95



FOXY

Prepare to be as sly as a Fox! Foxy is a memory and observation game that will keep you on your toes. Each turn, a new card is revealed and players simultaneously locate all animals on it. Do you remember how many of those creatures you've seen up until now? Write your estimate down and score points equal to your number, but if you guess higher than the actual answer, you will score zero points for that round! Fastplaying fun for all ages. Scheduled to ship in June 2024. PNA 80002.USA\$24.95

Beast is an engaging one-vs-many hidden movement game set in a beautiful fantasy landscape from the art and design team at Studio Midhall. Take on the role of a mythical beast as you defend your territory from invading human settlers or join a team of skilled hunters trying to protect your new lands from a monstrous terror. Features stunning artwork, gorgeous components, and smooth, multifaceted gameplay. Scheduled to ship in June 2024.





LUMICORA

In the oceans around the equator, a beautiful habitat shines with bright colors. Coral reefs are precious ecosystems that are home to many species and we must protect them! In Lumicora, players gather colorful coral tiles and use them to construct new reefs that grow in all directions. Stack coral tiles strategically, maintain a diverse selection of creatures that live in the reef, and be sure to have enough limestone available it is a necessity for reef growth. Lumicora is a fascinating three dimensional tile-laying game that relies on clever planning and timing. Scheduled to ship in May 2024. PNA 57816.USA.....\$44.99

PENDELHAVEN

FATE OF THE NORNS RPG

Scheduled to ship in May 2024.



ALCHEMIST BOOK

This Archetype booklet is part of the Mimirs Manuals series. All of these books require the Runic Game System book in order to play. This book includes everything a player needs to make a Dweller Includes Archetype creation options (Lifepath, backgrounds, etc) Includes Talent/Gambit board(s) Includes a full list of all Talents/ Gambits required by the Archetype Pregenerated Dweller included for insta-play. PNH 0047.....\$14.98



HERBALIST BOOK

This Archetype booklet is part of the Mimirs Manuals series. All of these books require the Runic Game System book in order to play. This book includes everything a player needs to make a Dweller Includes Archetype creation options (Lifepath, backgrounds, etc) Includes Talent/Gambit board(s) Includes a full list of all Talents/ Gambits required by the Archetype Pregenerated Dweller included for insta-play. PNH 0048......\$14.98



BATTLE-WOLF BOOK

This Archetype booklet is part of the Mimirs Manuals series. All of these books require the Runic Game System book in order to play. This book includes everything a player needs to make a Dweller Includes Archetype creation options (Lifepath, backgrounds, etc) Includes Talent/Gambit board(s) Includes a full list of all Talents/ Gambits required by the Archetype Pregenerated Dweller included for insta-play. PNH 0049......\$14.98



HUNTER BOOK

This Archetype booklet is part of the Mimirs Manuals series. All of these books require the Runic Game System book in order to play. This book includes everything a player needs to make a Dweller Includes Archetype creation options (Lifepath, backgrounds, etc) Includes Talent/Gambit board(s) Includes a full list of all Talents/ Gambits required by the Archetype Pregenerated Dweller included for insta-play. PNH 0050.....\$14.98





TWILIGHT GUARD BOOK

This Archetype booklet is part of the Mimirs Manuals series. All of these books require the Runic Game System book in order to play. This book includes everything a player needs to make a Dweller Includes Archetype creation options (Lifepath, backgrounds, etc) Includes Talent/Gambit board(s) Includes a full list of all Talents/Gambits required by the Archetype Pre-generated Dweller included for

PNH 0051\$14.98

PENDRAGON GAME STUDIO



ESCAPE FROM NEW YORK

You go in, find the President, bring him out in less than 24 hours, and you're a free man. In Escape from New York, a semi-cooperative game for 1-4 players based on the John Carpenter movie, you play as Snake, Brain, Maggie, or Cabbie and attempt to rescue the president and his precious tape and bring them to safety, while dealing with the gangs of the most dangerous prison in the world all of Manhattan. Scheduled to ship in April 2024.



ESCAPE FROM NEW YORK: BANDS OF NEW YORK EXPANSION

This expansion introduce the 5th player who will take the role of the bands of New York, fighting and hindering the Heroes during their missions. This expansion lets you play 1 to 4 heroes vs a player who manages the New York Bands! Scheduled to ship in April 2024.

PG9 33\$21.99

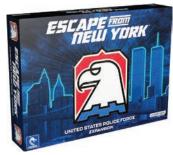




ESCAPE FROM NEW YORK: HEROES SET & PRISONERS EXPANSION

In this set, you will find 4 Heroes miniatures for Escape from New Yorks playable characters (40mm), and 40 Prisoners miniatures (28mm) that come in two different poses (20 prisoners of one type, 20 prisoners of the other type). There are also colored plastic bases for the Heroes miniatures. With these, you can substitute the Heroes and Prisoners' standees of the Escape from New York game. Scheduled to ship in April 2024.

PG9 30P2\$21.99



ESCAPE FROM NEW YORK: US POLICE FORCES EXPANSION

The United States Police Force expansion is playable in 1 to 5 players, and it adds a command board, on which Bob Hawk is placed. Task cards that will be revealed, with missions for player that will allow them to get Rewards. Heroes will need to complete Rewards to get the presidential pardon at the end of the game, but there are not enough pardons for everyone, making the lone victory even more appealing than before. Scheduled to ship

PG9 34\$19.99

ESCAPE FROM NEW YORK: PRESIDENT EXPANSION

The President Miniature replaces the President card into your Escape from New York's games. Scheduled to ship in April 2024.

PG9 30P3\$4.99













FINDING ATLANTIS

Embark on an exhilarating journey like never before! Equipped with cutting-edge technology and a state-of-the-art submarine, you stand at the precipice of a legendary discovery, that of the enigmatic city of Atlantis. The race is on to be the first to discover the elusive lost city. Finding Atlantis is a heart-pounding deduction and exploration game during which you will need to use deduction, strategic hand management and stealthy hidden movement to claim victory. Scheduled to ship in April 2024.

SYN FA01EN.....\$30.00

Moscovium, or element 115, has a fascinating and controversial history. In this expansion, scientists have discovered how to use Moscovium to generate anti-matter. But as often happens with great scientific

discoveries, if huge advances are promised on one hand, on the other hand their abuse can cause terrible consequences... and now the stability of our solar system is in danger.

STARSHIP INTERSTELLAR: ANTIMATTER EXPANSION

Scheduled to ship in April 2024.



STARSHIP INTERSTELLAR

2357: in stark contrast to mankinds hopes, violent astronomical events and the unregulated use of the new solar extraction technology have greatly accelerated the growth rate of our star during the recent decades. Now the Sun is nearing the end of its life cycle, and its fate as any other star of its category is to transform into a Red Giant. Our only hope, as mankind, is to build a colossal interstellar spaceship that would allow a fraction of humanity to evacuate on a new earth we have located in the Trappist star system during our search for viable extrasolar planets. Scheduled to ship in April 2024.

PG9 21EN.....\$99.99



PG9 075P2 \$14.99



STARSHIP INTERSTELLAR: DANGER FROM KUIPER EXPANSION



Players will be able to travel towards Halley's Comet, with its own board with several regions to land on, waiting to be mined. The comet will increase its resources when orbiting near planets, and the more the game advances, the more Halley's core will heat releasing more and more precious resources. Scheduled to ship in April 2024.





POKÉMON USA

SPOTLIGHT ON



POKÉMON TCG: ARMAROUGE EX PREMIUM COLLECTION

SPOTLIGHT ON



POKÉMON TCG: GARDEVOIR EX LEAGUE BATTLE DECK

SPOTLIGHT ON





POKÉMON TCG: GRAFAIAI EX BOX

If you notice a colorful pattern painted on tree trunks as you walk through the forest, you might have wandered into Grafaiais territory! This Toxic Monkey Pokémon makes use of its poisonous saliva to take its opponents down in battle. You'll find Grafaiai ex here as a foil promo card in playable and oversize versions, along with the Toxic Mouse Pokémon Shroodle

PUI 290-85444 PI

GIO

API 2024



POKÉMON TCG: IONO PREMIUM TOURNAMENT COLLECTION DISPLAY (4)

Ello, ello, hola! Ciao and bonjour! Levincia Gym Leader and mega-influencer Iono can catch your opponent in her Electroweb to help you make a huge comeback and this competition-ready set comes with a full playset for your next deck! You'll also find card sleeves, a deck box, and a collectible coin featuring Iono, along with booster packs, dice, and other accessories for playing the *Pokémon TCG*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86748......PI



POKÉMON TCG: MINI PORTFOLIO DISPLAY (12) (Q2 2024)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a *Pokémon TCG* booster pack, so you can start filling it up right away. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86750......PI

PORTAL GAMES

PRINTING PRESS

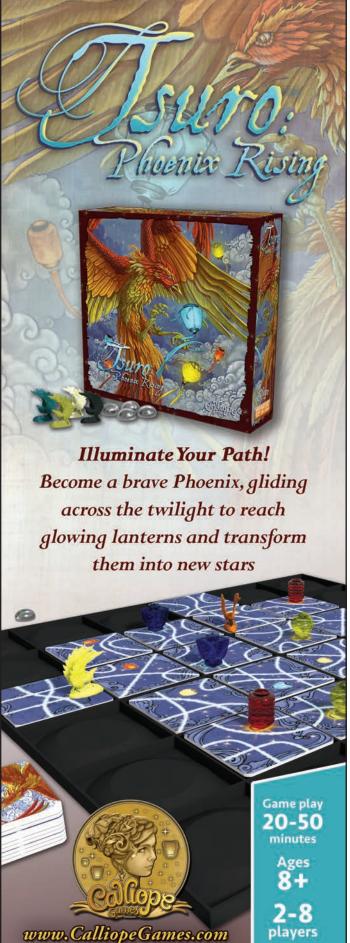


Q-WORKSHOP



DOGS DICE SET CHARLIE (7) Scheduled to ship in March 2024.

QWS SDOG05......\$19.00



GIO

APR 2024

55





AXIS & ALLIES: ANNIVERSARY EDITION

- Decide the outcome of World War II in this 40th Anniversary Deluxe Edition
- · All-new huge 24" by 46" game board and new cruiser units
- · Adds Italy as the third Axis nation

RGS02670

JUNE RELEASE

\$130



EZRA & NEHEMIAH

- · Thematic strategy game set in ancient Jerusalem
- Score Points by rebuilding Jerusalem and teach the Torah to the returning exiles.
- Solo Mode included!

RGS02648 \$60

JUNE RELEASE!



AXIS & ALLIES:

- · Play as the United States or Japan in this head to head battle for 2 players
- · Over 170 plastic miniatures included with updates mini sculpts for several pieces
- Updated rulebook to add any clarifications and FAQs since previous printings

RGS02624 \$60

APRIL RELEASE!



G.I. JOE DECK BUILDING GAME SILENT INTERLUDE EXPANSION

- A small box expansion featuring two new missions
- · All new solo mode missions featuring Snake Eyes
- Multiplayer missions where players may have a traitor in their midst

RGS02654 \$30

APRIL RELEASE!



WWW.RENEGADEGAMES.COM

310)



\$35

G.I. JOE ROLEPLAYING GAME BEGINNER BOX

- · Includes everything you need to get started in the action-packed world of G.I. JOE.
- · Travel the world, foil evil plots, and save the day as members of the world's elite fighting force
- · 8 Pre-gen JOES, Dice, 2 playable adventures, GM screen and more RGS02672

MAY RELEASE!



TRANSFORMERS ROLEPLAYING GAME: ENIGMA OF COMBINATION SOURCEBOOK

- · Everything that players need to create a Combiner character!
- · New gear, including methods to make existing weapons larger and more deadly
- · Advice on running a Combiners campaign, including plot hooks, threats, and allies

RGS01145 \$45

APRIL RELEASE!

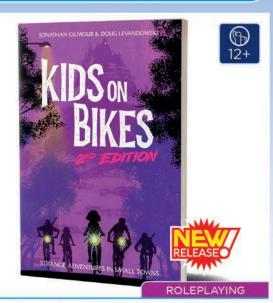


TRANSFORMERS **ROLEPLAYING GAME BEGINNER BOX**

- · Roll out as Optimus Prime and the Autobots and stop the Decepticons!
- · Easy to learn Playing the Game Booklet
- · Contains 8 Pre-gen PCs, Dice, 2 playable adventures, & GM screen

RGS02673 \$35

MAY RELEASE!



KIDS ON BIKES ROLEPLAYING GAME SECOND EDITION

- · Highly anticipated second edition of the ENnie award winning roleplaying game
- · Refined Powered Character Rules and more collaborative storytelling sections
- · Create your own band of rag-tag mystery solvers

RGS01147 \$39.99

APRIL RELEASE!















UNMATCHED: SLINGS AND ARROWS

Scheduled to ship in June 2024. REO 9311\$39.95



ROLLACRIT

SAD DESERT PLUSH

Scheduled to ship in June 2024. RAC LCTNPSH\$15.00



THE TIMELESS CAVERNS:

TSOJCANTH TABLETOP ADVENTURE KIT

This boxed set contains 2 36x48 canvas maps and over 100 highly detailed monster and NPC miniatures; the adventure is not included. The classic dungeon crawl is brought to life in a way never seen before, rescaled, and beautifully hand-drawn to be playable as a standalone tabletop experience. Scheduled to ship in May 2024. SGV 201.....\$129.99



CURSE OF THE CHUPACABRA HARDCOVER

As darkness descends upon Santego, merriment fills the air, but a sinister presence haunts the quaint town. Bizarre occurrences loom putting the tropical paradise in peril. Will you dare to unravel the ancient secrets of Isla , Zardia and avert impending catastrophe? The fate of Santego rests in your hands! Curse of the Chupacabra is an epic-length sandbox adventure designed to take your 5e or OSE characters from 1st to 6th level. Scheduled to ship in May 2024.

SGV 101......\$49.99



ROWAN, ROOK AND DECARD



DIE RPG: DELUXE

In DIE: The Roleplaying Game, players take on the roles of authentically flawed people from the real world who gather together to play a game and are dragged into a magical realm. What are they prepared to sacrifice to escape? What are they prepared to sacrifice to stay? Built by Kieron Gillen and Stephanie Hans, the creative duo behind the comic of the same name, this 408-page book gives players all the tools they need to build a bespoke world out of the obsessions and dreams of their friends. It includes: Six unique character classes adapted straight from the comic. Easy-to-learn dice pool mechanics and lots of advancement options. Pages of advice on running DIE as a one-shot, a long campaign, or anything in-between. A bestiary by some of the best writers in the business (Gareth Hanrahan, Adrian Tchaikovsky, Becky Annison, and more). Scheduled to ship in May 2024.

RRD 030002\$95.00

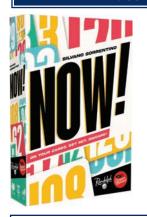


DIE RPG: SCENARIOS - VOLUME 1 **BIZARRE LOVE TRIANGLES**

Die RPG Scenarios Volume 1 is the first in a series of softback DIE RPG sourcebooks. They're just like the What If? comic book series, where familiar characters undergo wild changes and endure novel dangers. Bizarre Love Triangles A DIE Ex Crawl (Kieron Gillen): Frustrated by their players constant whingeing about failed relationships and lost loves, the Master throws them into their worst nightmare a fantasy kingdom populated entirely by exlovers with (literal) axes to grind. Where the Vile Things Are (Laurie OConnel): Luckless teenagers trapped at a summer camp where isolation, deprivation and cruelty are the order of the day escape into a fantasy kingdom by playing a strange game throughout the long night. I Go Infinite (Nathan Blades): Mugen Clash is the worlds greatest collectible card game - and you've just been drawn into the strange world depicted in the cards. Scheduled to ship in May 2024.

RRD 030400

SCORPION MASQUE



NOW!

NOW! is a real-time competitive card game where everyone plays at the same time. Discard your cards as quickly as possible in search of the perfect number! Watch out, your deck is limited and youll go through it faster than you'd think! Think you have the best card? Shout NOW! Get as close as possible to the target numbers (without going over!) to win them. Get the most points, leaving your opponents with none. And, most importantly, try to keep your cool, while everyone else loses theirs! Scheduled to ship in April 2024.

HBG SMNOW01EN\$14.99

SIRIUS DICE

MERMAID D20 NECKLACE

SDZ 0022-02\$30.00



RPG DICE SET (7)



LLUSORY STONE - GRANITE SDZ 0023-03\$24.99



ILLUSORY STONE - PURPLE AGATE SDZ 0023-01\$24.99

SPOTLIGH



EAT THE REICH RPG

Eat The Reich is a tabletop roleplaying game in which you, a vampire commando, are coffin-dropped into occupied Paris and must cut a bloody swathe through nazi forces en route to your ultimate goal: drinking all of Adolf Hitler's blood. This over-the-top, ultraviolent game is designed to be played from beginning to end in one to three sessions of carnage, blood magic, meaningful flashbacks and hundreds upon hundreds of extremely dead fascists. It tells one story, it tells it loud, and it tells it brilliantly. Think Wolfenstein crossed with Danger 5 and you're not far off the mark. Scheduled to ship in May 2024. RRD 070120\$30.00

ASK

YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES,

FREE LEAGUE

ALLIEN

THE ROLEPLAYING GAME

BUILDING
BETTER WORLDS

GET A COPY FROM YOUR LOCAL FRIENDLY GAME STORE
ALIEN-RPG.COM





ILLUSORY STONE - SANDSTONE SDZ 0023-02\$24.99



POWER MUSHROOM SDZ 0024-03\$19.99



MAGIC MUSHROOM SDZ 0024-02\$19.99



SHARP AQUA FAIRY SDZ 0014-08\$25.00



MUSHROOM VILLAGE

SDZ 0024-01\$19.99



SHARP PURPLE FAIRY

SDZ 0014-07\$25.00

SKYBOUND ENTERTAINMENT



CONTRABANTER

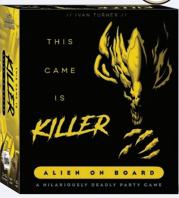
ContraBanter is a word-Smuggling game where you'll work as a team to sneak secret words into a conversation! Each turn begins with an opponent asking a question or using one of the provided prompt cards to get the conversation started, and from there the smuggling team will have 90 seconds to hide their words throughout their discussion. The other team will be listening closely and at any time they can pause the clock and use one of their three chances each round to try to guess your secret words. You'll get points from successfully sneaking your secret words by your opponents and correctly identifying and confiscating their secret words. Scheduled to ship in June 2024. SKY 4642......\$19.99

SMIRK AND DAGGER

SPOTLIGHT

THIS GAME IS KILLER: **ALIEN ON BOARD**

This Game Is KILLER: ALIEN ON BOARD is a hilariously deadly party game about being hunted by an alien lifeform aboard a cramped cargo vessel in deep space. The object is simple: Try to survive at any cost and remove the alien threat before it kills you all. Each round you will play just two cards, both a Position on the ship and an Action you will take. Will your attempts to contain the alien put others at risk? The aliens Location is then revealed and players die. If you're lucky, the alien is cornered killed, with the surviving crew members winning the game Scheduled to ship in June 2024.



STEAMFORGED GAME

DARK SOULS the**'**Board Game

SPOTLIGHT ON

DARK SOULS RPG: UNKINDLED DICE

Scheduled to ship in May 2024. SFL DS-RPG031\$34.99

EPIC ENCOUNTERS EPIC ENCOUNTERS: Scheduled to ship in June 2024. **LOCAL LEGENDS**

Scheduled to ship in April 2024.



GREEN DRAGON

SFL EE-LL002\$24.99

NIGHT HAG

\$49 99

SFL EE-LL011\$24.99

STEVE JACKSON GAMES

SFL EE-024.....

PALACE OF THE DROW QUEEN

SFL EE-023 \$54.99

STEVE JACKSON GAMES

MUNCHKIN: THE FLOOR IS LARVA EXPANSION

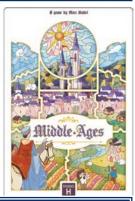
This 56-card Munchkin expansion is ready to go marching one-by-one into your deck! Except for the DeviAnt it does its own thing. Stay at a Roach Motel, where you'll be Snug as a Bug in a Rug, and it will make you a Bee Lever! Before you reach for your rolled-up newspaper or can of Wasp Spray, though, be sure you look down and check to see if... The Floor Is Larva! Scheduled to ship in June 2024. SJG 1588.....\$11.95

STUDIO H

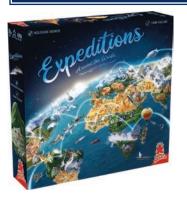
MIDDLE AGES

You are the head of a fieldom and its future is in your hands. Will you develop agriculture with fields and mills? Or will you become a pious church-builder or prefer to feast in your sumptuous palaces? Develop your lands in your image and become the most influential lord in the kingdom. The game is played over 16 rounds. In turn, each player selects a Plot tile from the current row, by placing his Lord piece on it. Following the order of the row, they add it to their Fiefdom, triggering its powers and scoring, depending on its type. Scheduled to ship in June 2024.

HBG STMID\$34.99



SUPER MEEPLE



EXPEDITIONS: AROUND THE WORLD

Three different expeditions depart from Northern Europe, but each player participates in all three expeditions, trying to influence their progress in order to achieve their own objectives and score victory points. An interactive, fun, and even instructive game! For everyone! Scheduled to ship in May 2024.

HBG SMEXP02\$34.99

TABLE GOLF ASSOCIATION: **BIG BOX FAMILY EDITION**

You're gonna need a bigger table!!! The Table Golf Association's motto is...go big, or go home! You can go really big now with the Big Box Family Edition that comes with 79 double-sided heavy duty cardboard terrain tiles to build and play the course of your dreams. Inside you'll get: 25 Base Game tiles, 25 Bonus Base Game tiles, 10 European Expansion tiles, 10 Original Kickstarter Stretch Goal tiles, 9 Driving Range tiles. That's a total of 79 files that will bring out the inner golf-course designer in you and everyone else who plays the game! Scheduled to ship in

TGA 01003.....\$119.00





TABLE GOLF ASSOCIATION: FAMILY EDITION

Now the Table Golf Association comes in the new Family Edition, giving you the same great fun as the 'Pro-Edition', at an even better price! Inside you'll get 25 double-sided terrain tiles so you can build and play the course of your dreams. These heavy-duty cardboard tiles give you endless design options for unlimited replayability. The game comes with 4 official TGA balls, ball markers, clubs, Pro-Player cards, a scorecard, a hazard reference chart, a rulebook, a weather die and spinner and of course, the beautiful TGA trophy! Scheduled to ship in July 2024.

TGA 01002.....

TABLE GOLF ASSOCIATION: PRO EDITION

This is it! The ultimate golf dexterity game that everyone is talking about. This is the premium Pro-Edition that comes with 25 double-sided wooden tiles. These heavy duty wooden tiles are 5 across and 5mm thick for a lifetime of gameplay! Now you and your friends can gather around the kitchen table for the most realistic golf game you'll ever play. Feel the pressure of hitting an awesome drive right down the middle of the fairway. Scheduled to ship in July 2024.

TGA 01001 PI

TEETURTLE

SPOTLIGHT O

HAPPY LITTLE DINOSAURS: VINYL MINI BLIND BOX SERIES DISPLAY (18)

Your favorite existentiallydistressed dinosaurs are now collectible vinyl mini figures! The Happy Little Dinosaurs Vinyl Mini Series features eight of your favorite dino characters, plus two new mystery characters. Each box comes with a vinyl figure and a promo card you can use in the game. Plug the new card into your Disaster deck to play with your Happy Little Dinosaurs base game and expansions. Buy one figure at a time for a mystery surprise, or get the pack of 18



with a guarantee that you'll find all 10 figures! The surprise is half the fun, so Vinyl Figure Series sales are final. Scheduled to ship in February 2024. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

TET 7346-HLD-BOX1......PI



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU



PLUSHIVERSE: BLIND BOX **REVERSIBLE PLUSHIES 3"**

Scheduled to ship in May 2024.



SPONGEBOB PDQ

TET 8270-TY-12PCK.....\$96.00

PLUSHIVERSE: PLUSHIE FANNY PACKS



FLORA & FAWN-A

Scheduled to ship in March 2024. TET 8252-TY-FANNY......\$20.00



RUBY RED UNICORN

Scheduled to ship in February 2024. TET 8160-TY-FANNY.....\$20.00

PLUSHIVERSE: PLUSHIE TOTE BAGS

Scheduled to ship in May 2024.



DOODLEBOB

TET 8248-TY-TOTE\$20.00



TET 8251-TY-TOTE\$20.00



HUNGRY PATRICK

TET 8250-TY-TOTE\$20.00

PLUSHIVERSE: PLUSHMATE BESTIES



SPONGEBOB & PATRICK

Scheduled to ship in May 2024. TET 8260-TY-BESTIES\$15.00



THIEF OF MY HEART RACCOON

Scheduled to ship in February 2024. TET 8150-TY-BESTIES\$15.00

PLUSHIVERSE: REVERSIBLE **KEYCHAINS**

Scheduled to ship in May 2024.



DROOL PATRICK

TET 8286-TY-780\$6.00



MEME SPONGEBOB

TET 8288-TY-447\$6.00

PLUSHIVERSE: REVERSIBLE PLUSHIES



LUNAR NEW YEAR DRAGON 4"

Scheduled to ship in February 2024. TET 8276-TY-766\$10.00



GARY [HAPPY + ANGRY] [PINK] 6"

Scheduled to ship in May 2024.



PATRICK [HAPPY + SHOCKED] [PINK] 6"

Scheduled to ship in May 2024. TET 8294-TY-786.....\$15.00



SPONGEBOB [HAPPY + SHOCKED] [YELLOW] 6"

Scheduled to ship in May 2024.

TET 8296-TY-787.....

SPOTLIGHT



UNSTABLE UNICORNS: RAINBOW APOCALYPSE VINYL MINI BLIND BOX SERIES DISPLAY (18)

The Rainbow Apocalypse is upon us! Your favorite characters from the *Unstable* Unicorns Rainbow Apocalypse Expansion Pack have been turned into vinyl mini figures! Open one up to reveal the sweetest Unicorn imaginable, face one of the Four Unicorns of the Apocalypse, or discover a brand new mystery character that has never been seen before! Each vinyl mini figure comes with an exclusive Unstable Unicorns promo card featuring new artwork. Scheduled to ship in February 2024. NOTE: This item is sold

to retailers in full displays. Please contact your retailer for availability.

TET 6795-VF-BOX2 PI

TH3RD WORLD STUDIOS

MISSION CONTROL: CRITICAL ORBIT - CRISIS COMMAND EXPANSION

Mission Control: Critical Orbit - Crisis Command enhances your Mission Control games with three brand new City Boards, a System Check deck that adds variety and exciting challenges to your sessions, and more, to make sure your S.A.G.A. explorers are prepared to overcome any hardship or surprises on their exploration adventures. Scheduled to ship in May 2024.

3WS MSCBG003\$20.00

THUNDERWORKS GAMES

SPOTLIGHT



STONESPINE ARCHITECTS

Dungeon-crafting is an ancient Minotaur art that you've studied for a decade under Master Hortgully. To demonstrate your skill as your final project, you must carve your own perilous labyrinth into the base of the Stonespine Mountains. Players simultaneously draft and play cards to expand their dungeons, one chamber at a time. Follow a unique blueprint and compete in a variety of scoring challenges. Choose between mapping a path through your underground tunnels, placing key elements in your rooms, or searching for extra riches. earn the title of Master Architect!

TWK 4100\$44.95





TRICK OR TREAT STUDIOS

HALLOWEEN 1978 FIGURES

Scheduled to ship in May 2024.

HOUSE OF 1000 CORPSES: 5" FIGURES Scheduled to ship in May 2024.



MICHAEL MYERS 1:6 SCALE

Trick or Treat Studios is proud to present the officially licensed, Halloween (1978) - Michael Myers - 1:6 Scale Figure! This poseable figure is approximately 12" and has 30+ points of articulation.

TOT ARTI100.....\$119.99



MICHAEL MYERS 8"

Includes: 8" scale Michael Myers figure, interchangeable right arm with knife gripping hand position, knife, and pumpkin accessories.

TOT TTT1143\$34.99



TOT TTGM148.....\$19.99

ART THE CLOWN

1:6 SCALE

DOCTOR SATAN

Trick or Treat Studios is proud to present the officially licensed, Terrifier - Art the Clown - 1:6 Scale Figure! This poseable figure features 30+ points of articulation. Fully clothed in a screen accurate costume. Figure includes 4 interchangeable hands and a saw accessory!

TOT ARDA100\$129.99



TOT TTGM146.....\$19.99



ART THE CLOWN 5"

Trick or Treat Studios is proud to present the officially licensed, Terrifier - Art the Clown - Blood Bath - 5" Action Figure! Blood Bath Art the clown features color change blood splatter action! Simply spray with ice water or place the figure in your freezer to see Art get drenched in the blood of his victims.

TOT TTDA102.....\$24.99



AXE PROFESSOR

Howdy Folks! You like blood? Violence? Freaks of nature? Well, then boy do we have something for you! Trick or Treat Studios is thrilled to present the *House* of 1000 Corpses - Rippin' Axe Professor - Action Figure! This figure features Axe Rippin' Action. Oh no, Tiny Firefly is in pieces! Each figure includes a piece of Tiny in the package, so be sure to collect the whole family and the House of 1000 Corpses - Action Figure Collectors Case to complete this exclusive Tiny Build-a-Figure. TOT TTGM149.....\$19.99



COLLECTORS CASE

CAPTAIN SPAULDING

TOT TTGM140.....\$19.99

The Collector's Case includes Tiny's head and torso. Be sure to collect the whole family to complete this exclusive Tiny Build-a-Figure! Additional figures each sold separately.

TOT TTGM150.....\$29.99



TOXIC CRUSADERS: TOXIE 5" FIGURE

Its time to get Radioactive Ugly! Trick or Treat Studios in association with Troma Entertainment, are totally stoked to bring you this brand new Toxic Crusaders Toxie 5 Action Figure! This Toxie figure was developed with the help of Varner Studios, who designed the original 90's Toxic Crusaders toy line! Scheduled to ship in May 2024.

TOT TTTE103\$19.99



OUTGUNNED RPG

Outgunned is a cinematic action rpg inspired by the classics of the genre, from Die Hard to True Lies, passing through James Bond, Atomic Blonde, Kingsman, Oceans Eleven, Hot Fuzz, and John Wick. In Outgunned, players take on the role of action Heroes facing terrible odds. They will be constantly surrounded by enemies while trying to carry out their mission, be it robbing a casino or saving the day.

Outgunned features a game system called Directors Cut, a set of mechanics using small pools of six-sided dice to determine the outcome of the Heroes actions. Scheduled to ship in May 2024.

2LM 2000\$50.00



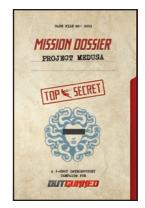
BABY

TOT TTGM147.....\$19.99





OUTGUNNED RPG: ACTION FLICKS



OUTGUNNED RPG: PROJECT MEDUSA

Project Medusa is the first Mission Dossier for Outgunned. Mission Dossiers are Mini Cinematic Campaigns that include everything you need to start playing, without any additional set-up: Heroes, Enemies, Villain, and everything else! Project Medusa is the perfect introduction to Outgunned. You don't need the corebook to play, you can just use the rules available for free in the QuickStart. Scheduled to ship in May 2024.

2LM 2003\$15.00



OUTGUNNED RPG: WORLD OF KILLERS

World of Killers is an expansion for the cinematic action role playing game Outgunned, inspired by John Wick, Kill Bill, Leon, Assassins Creed, and Hitman. In World of Killers, the Players take on the role of heroic killers who must cooperate to carry out an impossible mission. The setting for World of Killers is dark and dangerous, inhabited by lethal assassins, two-timing cowards, and ruthless members of a secret organization. It's a society parallel to the one we know, one where luxury and unbridled violence coexist in a decadent union. Scheduled to ship in May 2024.

ULTRA PRO INTERNATIONAL



DUNGEONS & DRAGONS: QUESTS FROM THE INFINITE STAIRCASE BLACK STITCHED PLAYMAT

DUNGEONS & DRAGONS: VECNA EVE OF RUIN BLACK STITCHED PLAYMAT

MAGIC THE GATHERING CCG: COMMANDER SERIES - RELEASE 2 -ALLIED COLOR - Q2 2024

Scheduled to ship in June 2024.



DOUBLE SIDED PLAYMAT TOVOLAR



HOLOFOIL PLAYMAT
GO-SHINTAI
UPI 38447......PI







STITCHED EDGE PLAYMATS

RAKDOS UPI 38450	PI
SHORIKAI UPI 38448	Pl
SYTHIS UPI 38452	PI
YURIKO UPI 38449	Pl



STITCHED EDGE PLAYMAT SELVALA - FAN VOTE

Scheduled to ship in June 2024. UPI 38453.....PI



MAGIC THE GATHERING CCG: BLOOMBURROW

Scheduled to ship in September 2024.

100+ DECK BOX A
UPI 38522 PI 100+ DECK BOX B
UPI 38523PI
100+ DECK BOX BLACK
UPI 38528PI
100+ DECK BOX BLUE
UPI 38527PI 100+ DECK BOX C
UPI 38524PI
100+ DECK BOX D
UPI 38525PI
100+ DECK BOX GREEN
UPI 38530PI 100+ DECK BOX MULTI
UPI 38531 PI
100+ DECK BOX RED
UPI 38529PI
100+ DECK BOX WHITE
UPI 38526PI
UPI 38510PI
100CT DECK PROTECTOR SLEEVES B
UPI 38511PI
100CT DECK PROTECTOR SLEEVES BLACK
UPI 38516PI
100CT DECK PROTECTOR SLEEVES BLUE UPI 38515PI
100CT DECK PROTECTOR SLEEVES C
UPI 38512PI
100CT DECK PROTECTOR SLEEVES D
UPI 38513PI
100CT DECK PROTECTOR SLEEVES GREEN
UPI 38518PI 100CT DECK PROTECTOR SLEEVES MULTI
UPI 38519PI
100CT DECK PROTECTOR SLEEVES RED
UPI 38517PI
100CT DECK PROTECTOR SLEEVES WHITE
UPI 38514PI 105CT APEX DECK PROTECTOR SLEEVES
SET SYMBOL
UPI 38521PI
105CT APEX DECK PROTECTOR SLEEVES
SPECIAL ARTIST 1

UPI 38520......PI

12-POCKET PRO-BINDER
UPI 38537 PI
4-POCKET PRO-BINDER
UPI 38535PI
6' TABLE PLAYMAT
UPI 38543PI
8' TABLE PLAYMAT
UPI 38544PI
9-POCKET PRO-BINDER
UPI 38536PI
9-POCKET PREMIUM ZIPPERED PRO-
BINDER SET SYMBOL
UPI 38534PI AR ENHANCED PLAYMAT MULTI
AR ENHANCED PLAYMAT MULTI
UPI 38554PI ALCOVE FLIP DECK BOX SPECIAL ARTIST 1
UPI 38532PI BLACK STITCHED PLAYMAT SPECIAL
ARTIST 2
UPI 38566PI
GAMER POUCH
UPI 38540
HOLOFOIL PLAYMAT SPECIAL ARTIST 1
UPI 38565
PLAYMAT A
UPI 38545PI
PLAYMAT B
UPI 38546PI
PLAYMAT BLACK
UPI 38551PI
PLAYMAT BLUE
UPI 38550PI
PLAYMAT C
UPI 38547PI
PLAYMAT D
UPI 38548PI
PLAYMAT GREEN
UPI 38553PI
PLAYMAT RED
UPI 38552PI
PLAYMAT WHITE
UPI 38549PI PREMIUM ALCOVE EDGE
DECK BOX SET SYMBOL
UPI 38533PI

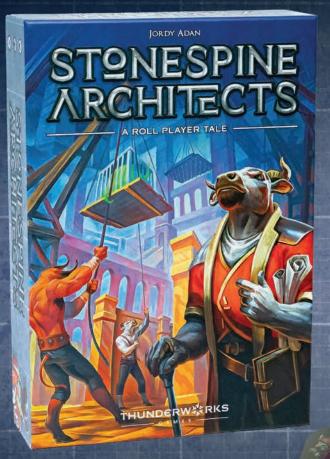
GTM

2024

TC

UPI 38451 PI

STONE SPINE ARCHITECTS



Build a perilous dungeon and become a master architect!



A new hit from the designer & publisher of Cartographers:

- · Draft chamber cards featuring monsters, traps, and treasures.
- · Arrange your dungeon carefully to complete paths, blueprints, and goals.
- Spend your money wisely on new elements & bonuses!



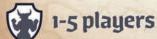


Gain 3 reputation for each goblin in a

single column of chambers in your dungeo



ages 10+



45-60 min.

RELEASING APRIL 2024

MSRP \$44.95

THUNDERWORKSGAMES.COM

TWK4100

196852656066

10.75 x 7.5 x 2.75 in

Case Qty: 6



MAGIC THE GATHERING CCG: BLOOMBURROW

Scheduled to ship in September 2024.

SPIRAL LIFE PAD

UPI 38538.... STITCHED EDGE PLAYMAT SPECIAL GUEST 1 LIPI 38567

STITCHED EDGE PLAYMAT SPECIAL GUEST 2 UPI 38568......PI

TOKEN DIVIDERS WITH DECK BOX

UPI 38541.....

WALL SCROLL





Scheduled to ship in April 2024. UPI 38293.....



MULTI-RING: TUBE OF 10 ROTATING CONDITION AND HEALTH TRACKER RINGS (DISPLAY 10)

Scheduled to ship in September 2024. UPI 16399......PI



YAHTZEE: KUROMI

CLUE: WEDNESDAY

A dark mystery with terrible dangers is

your's to solve in this spooky, modern take

on the classic mystery game. With the dangerous Hyde on the loose, you play

as students of Nevermore Academy like

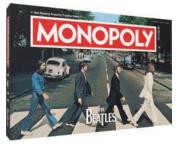
Wednesday Addams and Ajax Petropolus.

You've got to keep your wits about you as you determine WHO will be the Hyde's

next victim, WHERE will the Hyde attack, and WHAT item was key in bringing him down! Scheduled to ship in March 2023 USO CL169-853.....PI

Play America's number 1 dice game with the mischievous Kuromi! Set comes with a custom figural dice cup of Kuromi's head, plus a die set featuring Kuromi's different expressions. Scheduled to ship in March 2023

USO YZ075-845 PI



MONOPOLY: THE BEATLES

Introducing groundbreaking a collaboration between the iconic rockn-roll legends and the beloved classic board game - MONOPOLY: The Beatles edition. Immerse yourself in the ultimate Beatles experience, celebrating the music that defined an era. Scheduled to ship in February 2024. USO MN043-190......PI



VAN RYDER GAMES



DETECTIVE CITY OF ANGELS: SAINTS AND SINNERS EXPANSION

Detective: Saints and Sinners is the newest expansion for Detective: City of Angels, which is an epic narrative-driven board game set in the dark and violent world of 1940's Los Angeles. Most players will step into the shoes of LAPD Homicide detectives that will do whatever it takes to solve the case, but one player will take on the role of The Chisel whose goal is to stall and misdirect the detectives at every turn. Scheduled to ship in March 2024.

VRG 307.....\$34.99



POKÉMON TCG: GALLERY SERIES: TRICK ROOM

Scheduled to ship in June 2024. 2" ALBUM UPI 16385PI 4-POCKET PORTFOLIO UPI 16383 PI
65CT DECK PROTECTOR SLEEVES UPI 16378 PI 9-POCKET PRO-BINDER UPI 16380......PI 9-POCKET PORTFOLIO (5-SHEET) UPI 16384 ALCOVE 4-CLICK DECK BOX UPI 16381 PI FULL VIEW DECK BOX UPI 16379.....PI **PLAYMAT** UPI 16382PI

USAOPOLY/THE OP



10 DAYS IN THE USA

10 Days in the USA offers an exciting journey through the United States, where players will tour by plane, van, and on foot. Chart your course from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outmaneuver your fellow travelers. The first traveler to make connections for a ten-day journey wins the game. Let the journey begin! Scheduled to ship in April 2023 USO PA055-846PI

THE REVENANT SOCIETY RPG: **CORE BOOK (HARDCOVER)**

In the Revenant Society RPG you take on the role of a Revenant, an undead being in either 1910's Paris or 1920's New York. Revenants work together to navigate the thin veil between themselves and the living, unravel the mystery of why they haven't moved on, and prevent the Shattering Event from happening. Luckily, they have some supernatural abilities to assist them. As Fate Weaver, you will assist the group with navigating their skills and exploring their relationship to each other. There is a catch: if you do not solve the mystery before time is up, you will start over again! Fail too many times and you will be stuck in that loop forever, repeating those same events with no hope of eternal rest Scheduled to ship in June 2024.



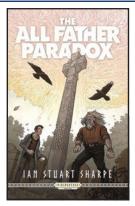


THE REVENANT SOCIETY RPG: DELUXE SET

Deluxe Box Set includes: Deluxe box to hold all components, 1 Core Book, 2 Maps, 1 Loop Board, 1 Map of Intrigue, 6 Character Sheets, Tokens, Dice, and Figures. In the Revenant Society RPG you take on the role of a Revenant, an undead being in either 1910's Paris or 1920's New York. Revenants work together to navigate the thin veil between themselves and the living, unravel the mystery of why they haven't moved on, and prevent the Shattering Event from happening. Luckily, they have some supernatural abilities to assist them. Scheduled to ship in June 2024.

VRG RPGREV002 \$79.99

VIKINGVERSE



VIKINGVERSE: ALL FATHER PARADOX

What if an ancient god escaped his fate and history was thrown to the wolves? Churchwarden Michaels thought it was just a run-of-the-mill crazy old man who stood in the graveyard, hellbent on studying the 1,000-year-old Viking memorial there. But when things start changing and outright disappearing, Michaels realizes there is more to this old man than meets the eye. Now, Michaels finds himself swept up in an ancient god's quest to escape his destiny by reworking reality, putting history-and to Michaels's dismay, Christianity itself—to the Viking sword. Scheduled to ship in May 2024.

VKV 1001\$16.95



VIKINGVERSE: LOKI'S WAGER

There are some boundaries that should never be crossed. Midgard is a funeral pyre. Ragnark, the doom of the gods, has brought the Empire of the Heavens to ruin. For some, the harrowing promises a new beginning. Mother Jr will rise again, and the new gods will return to the golden tables of old. But lunn Lind, keeper of the great World Tree Yggdrasil, no longer believes in ancient prophecy or the hand of fate. Across the veil, Churchwarden Michaels is stuck dealing with his own personal Ragnark and just how to save his neck now that three Viking crosses have appeared overnight at St. Marys. Scheduled to ship in May 2024.

VKV 1002......\$16.95



VIKINGVERSE: JOTUNN WAR COLLECTED EDITION

A war as old as time, where fate itself hangs in the balance. In the Vikingverse, the Norse rule the stars with restless fleets and an iron will. But when the thralls rebel, turning to the artifice of Norns to help them escape their bondage, the natural order is thrown into chaos. The Jtunn War has been fought across the Nine Homeworlds to contain the threat, a battle against the stuff of ancient nightmares, red in tooth and claw. Scheduled to ship in May 2024. VKV 4001\$22.95



VIKINGVERSE: OLD NORSE

Never be lost for words again with this book of lost words. Have you ever wanted to wield the silver tongue of Loki or to hammer home your point like a Thundergod? Old Norse is the language of legends and the stuff of sagas, the inspiration for Tolkien and Marvel, for award-winning manga and epic videogames. It is the language of cleverly crafted kennings, blood-curdling curses and pithy retorts to Ragnark. Scheduled to ship in May 2024.

VKV 3001

WHEN THE WOLF COMES RPG: A VIKINGVERSE ROLEPLAYING GAME

When The Wolf Comes is a game of storytelling, heroism, and epic struggle set during a reimagined Ragnark, a parallel timeline where the Norse rule seas and stars with restless fleets and Christianity has been put to the Viking sword. A complete tabletop roleplaying game in one 392 page book, When The Wolf Comes provides everything you need to create and play characters, form warbands in pursuit of fame and plunder, and tell new Norse sagas with your friends. Scheduled to ship in May 2024. VKV 2301\$59.99





WEIRD GIRAFFE GAMES

Logic & Lore is a cozy-but-competitive deduction game for 2 players. Rivals race to be the first to align their hidden stars, numbered 1-9, with their mice manipulating the avaliable insights. Work quickly and pay attention, as your rival knows how close you are to completion and they may risk it all to claim victory. Scheduled to ship in June 2024.

GIR 10100

WIZARDS OF THE COAST





DUNGEONS & DRAGONS RPG: VECNA EVE OF RUIN

Dungeon Masters and players alike will unlock their full potential in this epic high-level Dungeons & Dragons adventure for characters level 10-20. You hold the power to change the multiverse, so what are you waiting for? This book includes detailed character dossiers with exclusive insight into these illustrious figures. Journey through memorable fantasy locations during your race to save existence. In Vecna: Eye of Ruin, players will take on over 30 terrifying new monsters spawning from all over the multiverse. Battling these beasts will bring you one step closer to foiling Vecna's plans and vanquishing evil, once and for all.

HARDCOVER WOC D37040000 \$59.95 **ALTERNATE HARDCOVER** WOC D37050000 \$59.95

SPOTLIGHT ON



THE MAKING OF ORIGINAL D&D: 1970 - 1977

Here is the ultimate record of how Dungeons & Dragons came to be. The Making of Original D&D is an extraordinary collection of rare documents that shed light on D&D's origin story. Uncover materials never released to the public, including Gary Gygax's first draft of original D&D, and early published writings such as the 1974 original D&D "white box" booklets and supplements. Each document is featured alongside insightful commentary from one of the game's foremost historians, Jon Peterson.

WOC D39230000.....\$99.99









MAGIC THE GATHERING CCG: OUTLAWS OF THUNDER JUNCTION

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36)

WOC D32600000......PI BUNDLE WOC D32640000......PI

COLLECTOR BOOSTER DISPLAY (12) WOC D32620000......PI COMMANDER DECK CARTON (4) WOC D32630000......PI

WIZKIDS/NECA



DUNGEONS & DRAGONS ONSLAUGHT: SELLSWORDS 2 EXPANSION - GOLD AND GLORY

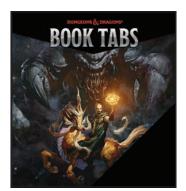
Bolster your games with exciting new characters for hire! Four new mercenaries apply their skills and offer up new options, abilities and tactics when assembling your party, and can join with any faction! New characters include a Wizard, a Sorcerer, a Barbarian, and Onslaught's first Artificer! This expansion also unlocks the Sellswords as a playable faction on their own!

WZK 89724.....



DUNGEONS & DRAGONS CLASSIC COLLECTION: MONSTERS O-R

D&D Classic Collection: Monsters O-R is the fifth set in our line of highly collectible prepainted miniatures inspired by iconic monsters from the original Dungeons & Dragons Monster Manual. Scheduled to ship in August 2024.



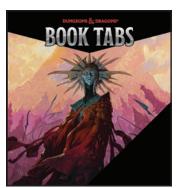
DUNGEONS & DRAGONS: BOOK TABS - MORDENKAINEN PRESENTS MONSTERS OF THE MULTIVERSE

Never lose your place with adhesive book tabs for Mordenkainen Presents: Monsters of the Multiverse. This pack contains 237 acrylic tabs designed to help busy adventurers keep track of important sections and even blank tabs for complete customization. These tabs can easily be placed, moved, and removed. Scheduled to ship in June 2024.

WZK 89211\$19.99

DUNGEONS & DRAGONS: BOOK TABS - XANATHAR'S GUIDE TO EVERYTHING

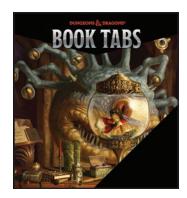
Never lose your place with adhesive book tabs for Xanathar's Guide to Everything. This pack contains 112 acrylic tabs designed to help busy adventurers keep track of important sections and even blank tabs for complete customization. These tabs can easily be placed, moved, and removed. Scheduled to ship in June 2024. WZK 89210.....\$14.99



DUNGEONS & DRAGONS: BOOK TABS - PLANESCAPE ADVENTURES IN THE MULTIVERSE

Never lose your place with adhesive book tabs for Planescape: Adventures in the Multiverse. This pack contains 204 acrylic tabs designed to help busy adventurers keep track of important sections and even blank tabs for complete customization. These tabs can easily be placed, moved, and removed. Scheduled to ship in June 2024.

WZK 89212.....\$19.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS -ADULT CRYSTAL DRAGON

The D&D Icons of the Realms: Adult Crystal Dragon boxed miniature is an excellent addition your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this crystal dragon is a great foe for any adventure! Shimmering with radiant energy and brimming



with life, crystal dragons enjoy an innate psionic connection to the Positive Plane that suffuses their bodies as well as their personalities with light. Though they prefer to live in desolate, frigid regions, many of them are among the friendliest of dragonkind, nurturing and optimistic. Scheduled to ship in August 2024.



DUNGEONS & DRAGONS: ICONS OF THE REALMS -BONE ROC BOXED MINIATURE

Elevate your Vecna: Eve of Ruin campaign with the D&D Icons of the Realms: Bone Roc - Boxed Miniature! This huge boxed miniature set features the terrifying Bone Roc that will inspire dread amongst your players. Scheduled to ship in July 2024. WZK 96274.....\$69.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS -SPIDERDRAGON BOXED MINIATURE

This huge boxed miniature set features the terrifying Spiderdragon that is sure to inspire dread among your players. Scheduled to ship in July 2024.

WZK 96273\$39.99

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DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 31 50TH ANNIVERSARY BOOSTER BRICK (8)

Celebrate the 50th anniversary of the world's greatest roleplaying game with the 31st set in our Icons of the Realms line of pre-painted Dungeons & Dragons miniatures. Collect all 50 figures from D&D Icons of the Realms: 50th Anniversary (Set 31), the newest set of randomly sorted monsters in our exciting line of D&D miniatures. This includes a collection of classic creatures and characters, each depicted in their 1st and 5th edition incarnations to appeal to collectors new and old and, for the first time, 10 secret rare chase miniatures. Scheduled to ship in July 2024. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 31 50TH ANNIVERSARY CLASSIC **RED DRAGON BOXED MINIATURE**

A fiery peril to adventurers of editions, new and old, the red dragon has remained a mainstay of fantasy villainy. Celebrate this classic D&D threat with our new D&D Icons of the Realms: 50th Anniversary - Classic Red Dragon Boxed Miniature (Set 31)! This set includes the red dragon as depicted on the cover of the 1977 Dungeons & Dragons Basic Set. The beast among monsters. The tyrant among kings. The dragon among dragons. Order yours today! Scheduled to ship in July 2024.

WZK 96298\$29.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS -TOMB OF ANNIHILATION COMPLETE SET

Revisit the mysteries of Chult with D&D Icons of the Realms: Tomb of Annihilation - Complete Set! This set contains one of each miniature from the original Tomb of Annihilation booster brick set and a complete collection of Tomb of Annihilation Tomb and Traps Case Incentive miniatures. All told, 66 pre-painted miniatures and 14 dungeon dressings! Don't delay your return to the Tomb of Annihilation, though! Once these monstrous miniatures and terrible traps are gone, they are gone for good. Retired to one of Ubtao's mazes, the like never to be seen again. Dare you brave Acererak's dreaded tomb once more? Scheduled to ship in June 2024. WZK 96308 \$299.99

DC HEROCLIX: MASTERS OF TIME **PLAY AT HOME KIT**

Bruce Wayne's ultimate challenge lies ahead - Batman vs history itself! With a clear window to show off the character inside, players know exactly what hero they are getting when they pick up the Batman Play at Home Kit! Scheduled to ship in July 2024.

WZK 84056 \$19.99





DC HEROCLIX: **MASTERS OF TIME BOOSTER BRICK (9)**

Masters of Time brings some of the coolest DC Comics stories and heroes linked to time travel all to one set. The Return of Bruce Wayne gave us awesome new versions of the Caped Crusader. Jurassic League gave us the largest Justice League we've ever had. And what could be cooler than Booster Gold teaming up with Superman? Every brick of



Masters of Time comes with 8 standard 5-figure HeroClix boosters and one special oversized Jurassic Booster. Scheduled to ship in July 2024. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.





SPOTLIGHT O

WARLOCK TILES: CITY SEWERS CORE SET

Delve below the city streets to brave the stained, sweated tunnels of what lies beneath. Carefully navigate narrow wooden walkways that keep your feet just above the channels of churning filth and muck. What dangers lie around the next bend or lurk beneath the retch-ridden river? Find out with the new WarLock Tiles: City Sewers Core Set! This WarLock set includes new double-sided sewer channel tiles and walkway tiles. Channel tiles depict murky sewer water on one side and stone tiles on the other and can be stacked to create a rising tide effect. Scheduled to ship in July 2024. WZK 16536.....

SPOTLIGHT C



WARLOCK TILES: FORGOTTEN SEWERS CORE SET

A barricaded passage, a lost and fetid conduit, and an uncharted subterranean landscape. You now trespass in a quiet darkness that has not known a human presence for centuries. What secrets lay misplaced in its ancient channels and condemned chambers? Find out with the new WarLock Tiles: Forgotten Sewers Core Set! This WarLock set includes new double-sided sewer channel tiles and walkway tiles. Channel tiles depict murky sewer water on one side and stone tiles on the other and can be stacked to create a rising tide effect. Scheduled to ship in July 2024. WZK 16554......\$99.99

REBUILDING CHICAGO

An all-new standalone game, building on the acclaimed tile-laying economic game Rebuilling Seattle! Featuring new art, components, and an organization tray used during the game! You are a city planner tasked with cleanup and rebuilding after the great Chicago fire. Expand your district with buildings, suburbs, and iconic landmarks to rebuild Chicago better than ever! Build! Carefully fit buildings into your neighborhood grid, and construct landmarks on the right tile combinations. Expand! Suburb tiles in wildly varying shapes connect to your grid however you like, creating unique neighborhoods! Score! Earn points for building types, upgrades, landmarks, events, and more! Scheduled to ship in March 2025



WIZKIDS ENCOUNTER IN A BOX: PIRATE ATTACK

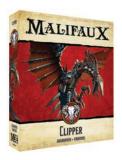
Avast, me hearties, pirates threaten the coastal townships! They evade the authorities at every turn, their cannon fire blackens the sky with smog, and they've got the good common folk running scared. Who be the brave landlubber to bring these scurvy dogs to justice? Will ye collect the bounty, or will ye walk the plank? Find out with Wizkid's Encounter in a Box: Pirate Attack! You can even pair this sea-faring set with the Ship's Crew boxed set, Subterranean Lake game mat, or Spelunker's Docks to enhance your naval battles! Scheduled to ship in July 2024.

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WYRD MINIATURES

MALIFAUX 3RD EDITION

Scheduled to ship in April 2024.

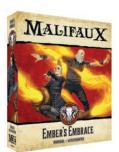




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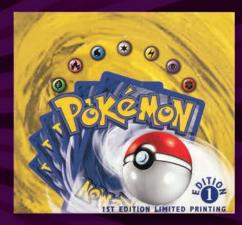
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PLAYING WITH FIRE... AND SWORDS!

CONCERNING WAR OF THE RING - THE CARD GAME, AND NEWS ABOUT THE UPCOMING FIRE AND SWORDS EXPANSION

WAR OF THE RING - THE CARD GAME: FIRE AND SWORDS AGS WOTR103 \$29.90 | Available Summer 2024!

If you haven't tried it yet, War of the Ring - The Card Game allows players to create their own version of the dramatic conflict depicted in J.R.R. Tolkien's The Lord of the Rings. While inspired by the awardwinning War of the Ring board game, the card game has taken on a life of its own, and even more so with the upcoming release of its second expansion, Fire and Swords.

THE BASE GAME

War of the Ring - The Card Game was released in late 2022 to wide critical acclaim. Up to four players compete in two teams, the Shadow against the Free Peoples. Each player uses a card deck containing the characters, armies, items, and events of their factions (e.g. Elves, Rohan). Victory is achieved by defeating your opponent in combat on the critical locations from the Lord of the Rings. There are two types of the oversized location cards: Battlegrounds, where the armies of Middle-earth clashed, and Paths, the route the fellowship takes to reach Mount Doom. As a team game, War of the Ring - The Card Game shares qualities of both cooperative and competitive games. The rules are easy to learn, but the gameplay is deceptively deep —this is no filler card game, it's the evening's entertainment.

While it doesn't hurt that the game is beautifully illustrated, the gameplay itself is highly thematic; the game text generally corresponds quite satisfyingly with the title of the card. The designer, Ian Brody, is a serious Tolkien nerd, and this comes through in the game.

AGAINST THE SHADOW

In 2023 the first expansion, *Against the Shadow*, was released. This expansion allows for a solo or cooperative experience; human players control the Free Peoples against an algorithmic Shadow bot (i.e. automa). When using this expansion, all of the Shadow cards in the base game are replaced by those included in this expansion, and a simple algorithm dictates the Shadow bot play.

Designer Ian Brody said about the expansion, "I felt that the game had far too much player interaction and hidden information to be able to use the identical components in both competitive team play and solo or coop play. By replacing the Shadow cards, we were able to create something specifically tailored to solo/coop play."







FIRE AND SWORDS

Fire and Swords, due to be released this Summer, includes 60 new faction cards as well as new paths and battlegrounds. Fire and Swords allows up to six players to play, but also contains scenarios for fewer players, including a 4-player "War in the North" scenario featuring many of the new cards and locations. While this is being released as the second expansion, in fact the cards in Fire and Swords have been under development from the very beginning (all the way back in 2016!). The designer wanted the base game to hew closely to the main narrative of the trilogy; he anticipated this expansion to include the rest of Middle-earth. So, for those of you who were wondering about the siege of Erebor, or the battle of Bywater —here they are.

New characters include Tolkien fan favorites, like Rosie Cotton, Tom Bombadil, and Círdan the Shipwright. Dovetailing neatly into the base game, *Fire and Swords* completes the scope of *The Card Game*









to match that of the original *War of the Ring* board game. The game really takes on new dimensions when playing with a full table of six, as many of the strategies will subtly alter with the addition of two more players —a truly epic card game experience.

Fire and Swords also introduces a new type of battleground — skirmishes — representing the smaller settlements and fortifications of the War of the Ring, places like the Fords of Isen and Bree. Three new factions are introduced: Northmen for the Free Peoples; and Easterlings and Ruffians for the Shadow.

Finally, solo/coop gamers will not have to purchase a separate expansion to the expansion! Fire and Swords will include copies of the Shadow faction cards for use with the Against the Shadow expansion.



SCENARIOS AND SUPPORT

The base game includes several "scenarios" that allows it to be played with 2,3, and 4 players. It also includes a 2-player introductory scenario focusing on the first book of the trilogy, *The Fellowship of the Ring*.

In addition, the designer has created several other scenarios, available online as free PDFs, including: The Two Towers, Return of the King, and an Expert Duel. With the release of Fire and Swords, more scenarios are planned, including some for use in tournaments. According to the designer, "scenarios allow him a way of focusing on a certain aspect of the epic without losing the thematic grounding." The addition of the faction cards and locations in Fire and Swords will provide plenty of new ways of playing.



LOOKING FORWARD

Ares does not see the series morphing into a CCG or LCG; but hopes to build an "evergreen" product family, like the original War of the Ring board game. However, designer Ian Brody has admitted to already working on another expansion to War of the Ring - The Card Game, as well as a stand-alone Hobbit product with a similar but not identical system. But it appears both of ideas are a long way away from seeing commercial release. In the meantime, Fire and Swords will satisfy players looking to upsize their game.

GTM APRIL 2024 73



A FUNNY WAY 2 DIE

THIS GAME IS KILLER: ALIEN ON BOARD

SND 1016......\$14.99

Available June 2024!

We all know that in space, no one can hear you scream — but in *This Game is KILLER* they will hear you all laughing. In this hilariously deadly party game from Smirk & Dagger Games, 3-10 crew members face a familiar problem. An alien lifeform has found a way onto your cramped cargo vessel in deep space and is hunting you one by one.

The object is simple — try to survive at any cost! To do that, you will need to remove the alien threat before it kills you all. Playing the game is even more simple. Each round, you will be dealt two Crew cards. Each has a Position on the ship and an Action you can play, if oriented the opposite way. One you will play to announce where you are located. The other you will play to describe what you are doing (you can't be in two places or take two actions). You'll choose which

you want to announce first to the group as play moves clockwise before playing your second card in reverse

player order. Maybe you've ducked out of sight, so the alien will not attack you if

it shows up in your location. Or maybe you try to jettison the bridge or depressurize the airlock, hoping the alien is there and blowing it out into space. OH — you were on the bridge?? Yikes, that's a bad place to be right now. You're dead, but hopefully so is the alien and all the remaining crew win. Let's see...

One of 8 Location cards is revealed, signaling where the alien has appeared. Sorry man, your sacrifice was wasted. It's not on the bridge. It's in the Galley — and so are two Crew members.

The alien will straight up kill one of you. Your Positions in the Galley are numbered from 1 to 3 and it will always hunt the highest number in that location. The other crew member is safe — for now.

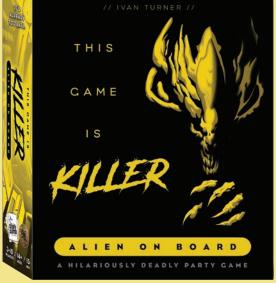
So, one player eaten. Another jettisoned with the bridge. The bridge Location card is destroyed (as well as all Crew cards listing that Position). There are now fewer places to go. The Galley card is left face up. The alien has been there and moved on, so it is now safe this round. The cards are all collected and we move onto the next round. In 10-15 minutes, you will either all die or someone will find a way to kill the creature and save the rest of you. Unless you're the Corporate Spy, who just wants to be alone with it, get a sample and escape after destroying life support. Death comes quickly in this game. But then - you are jumping right back in to play it again, several times over in a sitting. It's just that kind of game.

Light, fun, session-able, a game players can jump into and out of every 10 minutes — it is the quintessential party game. And refreshingly, it is not a hidden traitor

game. It's just a desperate attempt to do anything to save yourself and it feels like a whole movie crushed down into a tasty, bite-size treat.

There is a lot of enjoyment packed into a handful of components: 24 Crew cards, 8 Location cards, 10 Status cards — and as a nice deluxe

touch, a neoprene play mat displaying the ship locations as they are slowly destroyed. It's small enough that you can take it anywhere — and at just \$14.99, it is an insta-buy for anyone who tries it. I will be shocked if this isn't being played along every corridor floor and hotel lobby this summer convention season. Well, that's where you find me anyway. Keep your eyes peeled for this when it comes out this June, 'cause *This Game is KILLER!*







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Wild Magne

WILD MAGIC DICE (3)

GYD DDSET-218-WILD..... \$12.99

Available Now!

WILD MAGIC FOREVER

Wild Magic Sorcery is one of our favorite subclasses in *D&D 5e* because it brings excitement and suspense to everyone at the table—even the Dungeon Master! Watch with suspense as the dice bounce and your character could miraculously heal 20hp, be immediately engulfed in a fireball, jam-out to your own personal music, or grow a beard of feathers. These paragons of chaos deserve a set of purposedesigned dice that give Wild Magic its own unique presence on the table.

ARE WILD MAGIC SURGES EVEN A GOOD THING?

Curious whether or not Wild Magic Surges are, on average, good or bad for the player and their party? We went through the list and counted each effect as Helpful, Harmful, or Neutral. Here's what we found:

Total Effects: 50 20 Helpful № 20 Neutral № 10 Harmful



Each time your Wild Magic Surge triggers, there's a 40% chance something good will happen, 40% chance something strange but neutral will happen, and a 20% chance something bad will happen. For these purposes we've determined things such as blowing yourself up with a fireball or casting grease on yourself to be harmful despite often being quite awesome. Surrounded by goblins? Self-immolation to the rescue! Of course, you may just be surrounded by butterflies and flowers to chipper them up a bit but either result is a guaranteed good time.

The Gyld Wild Magic set comes with a pair of percentile dice for the Wild Magic Surge table, and a d20 only marked once for determining a Wild Magic Surge. All three can be rolled right alongside your attack or damage roll; if you see the weave symbol on the d20, you know it's time to check the percentile dice and reference your Wild Magic Surge table!

FEELING REALLY WILD?

Our only issue with Wild Magic Sorcerers is that they aren't wild enough. We want screaming, feather-bearded, teleporting sorcerers in every session. Rules-as-written leaves it a little less-frequent than our chaos-hungry table desires so we've come up with some ways of getting that untamed and unpredictable magic flowing like pink bubbles from your mouth.

The easiest solution is to use the Tides of Chaos feature as often as possible to maximize your Wild Magic Surges! Recharging the feature takes a long rest or the dungeon master can have you skip the natural-one roll and just go straight to the wild magic table after you cast a spell. It synergizes particularly well with the Elven Accuracy feat — your chaos bolts will almost never miss. You can also use Empowered Spell meta-magic to re-roll mismatched Chaos Bolt d8s to try and get the bounce! Chaos begets chaos.

EVEN WILDER:

At our table we like to increase the odds of rolling a one to determine Wild Magic Surges. With this option you roll the wild magic d20 a number of times equal to the level of the spell cast. If any of them roll a 1, roll on the Wild Magic Surge table. Normally, Wild Magic Surges have a 5% chance of occurring when a spell is cast, but stronger magic is more difficult to control! Using this system, the probabilities are as follows:

Spell Level	Surge Probability
Level 1	5%
Level 2	9.75%
Level 3	14.26%
Level 4	18.55%
Level 5	22.62%
Level 6	26.49%
Level 7	30.17%
Level 8	33.66%
Level 9	36.98%



EVEN WILDER STILL

As long as we're homebrewing here, Metamagic options are a perfect place to be creative with new rules.

Surging Spell: When you cast a spell of 1st level or higher, you can spend 2 sorcery points to roll on the Wild Magic Surge table.

Sorcerous Correction: After rolling on the Wild Magic Surge table, but before it takes effect, you can spend 3 sorcery points to re-roll twice on the Wild Magic Surge table. You must use both new results

Gyld makes stuff we want for our own tables in Ann Arbor, Ml. Class, sub-class, spell, ability and Damage Type specific dice, tools for DMs, paper goods and accessories. We want to play more.

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Set 3 of the popular Pack O Game line introduces 8 new titles.

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PICK-A-PEN:

GETTING THE LEAD INTO ROLL-AND-WRITE GAMES



PICK-A-PEN: GARDENS

AGI 24500.....\$14.99

Available Now!

PICK-A-PEN: REEFS

AGI 24510..... \$14.99

Available Now!

Reiner Knizia is one of the most prolific – and awarded – game designers in history. Part of his longevity comes from the variety of games that he has worked on, and the innovations his ideas bring to classic and contemporary designs.

With the boom in roll-and-write games—games where you typically use dice or some kind of randomizer to track scoring elements on a personal scoresheet—it was only a matter of time before Dr. Knizia weighed in with his own ideas. Dr. Knizia has created an entire line of games that has a very innovative mechanism at its heart.

The *Pick-a-Pen* games, originally releases in Dutch by 999 Games and brought to America by AMIGO Games, use not dice, but pencils, as their randomizer. Instead of rolling dice, players roll a set of five colored pencils, each

with six possible results. After rolling, the stating player chooses one of the pencils and notes its effect as printed on the pencil. They use that pencil to draw on their scoresheet. Then, the next player clockwise chooses a pencil from those remaining, using it on their scoresheet. Players continue to choose pencils until all five have been taken. The starting player will get more than one pencil to use during a round, but they may not be happy with the color or effect that has been left for them!

The first three *Pick-a-Pen* games use the same

"pencil dice" mechanism, but the games play in very different ways. In *Pick-a-Pen Gardens*, players will fill in 1 to <u>5 spaces in their</u>

garden with the chosen pencil. Spaces must touch other filled spaces, and you must use all the spaces that your pencil says to (if you don't, you'll take negative points at the end of the game). You score points by filling in garden areas (subdivisions

of different sizes in your overall garden) with either all one color, or all five colors. Points increase for multiple garden spaces of the same color, and there are special points you earn by completing monochrome garden spaces in all five colors, filling in the perimeter of your garden first, or completing your entire garden.

Pick-a-Pen Crypts imagines you decoding symbols in a tomb, scoring points for completing horizontal or vertical sets of the same color. Pencils show symbols, telling you which row you may fill in with your pencil. But, if you can match the color symbol on your board with the same pencil color to fill it in, you'll get to fill in bonus spaces! Bonus points can be scored for scoring multiple groups of symbols either vertically or horizontally.

Pick-a-Pen Reefs is the most challenging of the three sets. Pencils allow you to create diving paths, where players score points by drawing paths on the correct color through scoring points on the grid.

You cannot overlap grid lines that you've already traveled on, and pencils define not only how many grid lines you may travel, but also whether you're allowed to turn as part of your path for the turn.

Each of these games will provide a lot of variety each time you play, but all three games also include three different levels of play! Depending on the scoresheet that you use, additional scoring opportunities, new bonuses, and more challenges are presented, so that the variety of game experiences that you may explore is

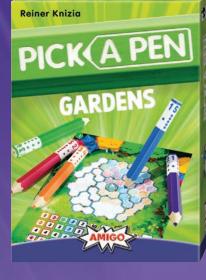
multiplied by three! Each scorepad provided with the game offers many sheets for each of the three levels for you to use (and all sheets are double-sided, for maximum efficiency).





The Pick-a-Pen games are affordably priced, so that you can play many games before you need to replace the components. And, with more possible games on the horizon, this is a great time to give one-or three-of these games a try and discover how much fun rolling pencils can be!!

Alex Yeager is the COO of AMIGO Games, and is an enthusiastic proponent of game conventions, cooking shows, and tiki bars. He lives in Michigan with too many games and not enough pets.



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MAKE YOUR CHOICE SAFELY OR ELSE LOSE CONTROL



PLAYERS

AGE

TIME 5-25 min





DEATH CAN

CTHULHU CONFIDENTIAL RPG: EVEN DEATH CAN DIE

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What many of your tabletop roleplaying game customers really want is a chance to actually play. We're all busier than ever these days, making it tough to assemble a group of four to seven people to

show up to roll the dice in the same place at the same time. Even online platforms don't entirely protect you from the last minute flake-outs that cancel eagerly awaited game sessions.

Cthulhu Confidential solves that problem by needing only two people: one GM and one player. It's the perfect item to hand to a customer suffering from the lack of a reliable group. It delivers a tradstyle experience in that classic RPG genre, the Lovecraftian mystery. Purchasers often buy it to run for their partners or spouses, sometimes as an introduction to the hobby.

Cthulhu Confidential runs on the GUMSHOE One-2-One rules engine. It grows out of GUMSHOE, the rules behind such acclaimed investigative games as Trail of Cthulhu, Night's Black Agents, The Yellow King Roleplaying Game, and Swords of the Serpentine.

Like all of those games it ensures that the characters get all the information they need to solve a mystery without ever being

hung up by a bad die roll. Here the rules are further tuned to avoid the fun-killing problems of play with a single player character. For example, your character might possibly die at the very end of a satisfying story, after resolving the mystery. However like any novel or movie the single detective never bites the dust partway through, leaving the story on a dead end note.

Cthulhu Confidential GMs and players report incredibly tense, suspenseful games. The hero, and the player, are always in the spotlight and always on the spot. The scenarios maneuver their occult-smashing detectives into episodes of danger that happen all the time in books and films but rarely trouble a group of PCs. After you sell a copy of Cthulhu Confidential and hear that your customer ran the hardboiled L.A. detective scenario "The Fathomless Depths," ask if the PC wound up in the ghoul pit. From players you will typically get a horrified, wide-eyed nod. From GMs, a look of sinister glee.

GUMSHOE One-2-One designs its scenarios around specific PCs. Players take on these roles as they would parts in a play. The adventures specifically revolve around them, rather than being written for a generic protagonist. In Cthulhu Confidential, they are:

Scholarly veteran Langston Wright, facing dangers both eldritch and all too real in wartime Washington DC

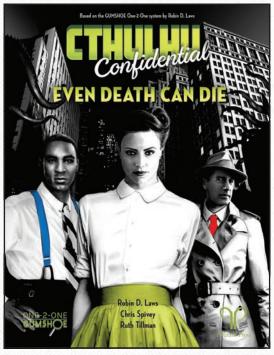
Crusading journalist Vivian Sinclair, breaking stories and uncovering dread secrets on the dark and glamorous streets of 1935 New York City.

And hardboiled private eye Dex Raymond, rubbing elbows with ghouls and gangsters alike in 1937 Los Angeles.

In addition to the rules and source material for GMs to create their own horror mysteries in each of the three settings, the core Cthulhu Confidential book includes three full adventures, one for each protagonist.

Capitol Colour: rippling meteoric radiation induces weird behavior in the shadows of the Washington Monument.

Fatal Frequencies: the flipping of a weird science switch brings the wrong kind of knowledge to the Big Apple, not to mention terrible, watching eyes.





EX ASTORIA







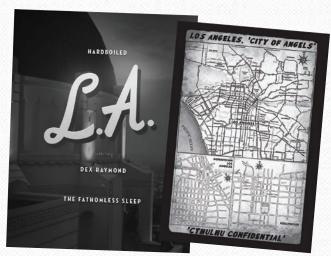
The Fathomless Depths: a young heiress' lost memories lead to a conspiracy linking a casino owner to L.A.'s future crime kingpin.

When your delighted GM comes back for more, reach for Even Death Can Die, a follow-up volume containing nine more nail-biting scenarios. Langston, Vivian and Dex reappear for three more ventures into the unknown apiece.

One For the Money: Rhino Jones is one tough cookie, and he makes it impossible to turn down a demand to identify the culprit who stole from him and killed his crew. This plunges scholarly WW2 vet Langston Wright into a blurred otherworld of corrupt businessmen, Nazi spies, a deadly weapon prototype.

The Shadow Over Washington: Langston knows an ancient enemy is rising, but he is trapped a million years away, his body inhabited by an extraterrestrial intelligence.

Preacher Man Blues: Langston gets between a traveling fire and brimstone preacher and the police who want him silenced.



The Howling Fog: Sharp-dressing, straight-talking, New York investigative journalist Vivian Sinclair learns a dead Irish hitman's terrifying secret: murder from a distance!

Ex Astoria: Viv gets the scoop on eldritch mystery emanating from a labor dispute in the Winn Water Tunnel.

Boundary Waters: Viv's invite to a swank affair aboard a gambling

ship puts her on the skittering trail of something creepy and crawly.

The House Up in the Hills: Hard-boiled private eye Dex Raymond investigates sorcerous members of L.A.'s business elite, a wave of rat attacks, and a child's disappearance.

High Voltage Kill: A legendary designer of spark-flinging horror movie props becomes Dex's client when some punk swipes items from 1931's Frankenstein.

Skin and Teeth: A horrifying discovery at the notorious Revelstock Hotel draws Dex to the ancient truth behind a shocking disaster of the recent past.



Whether they play face-to-face or via the arcane technology of the Internet, GMs and players will remember the intensity, focus and tentacled terror of *Cthulhu Confidential* as they will few other RPG experiences.

Robin D. Laws designed such roleplaying games as The Yellow King Roleplaying Game, Hillfolk, Feng Shui, and QuestWorlds. He is the winner of eight Gold and five Silver ENnie Awards and the coveted Diana Jones Award. Other works of gaming and narrative analysis are Hamlet's Hit Points and Beating

the Story. Fifth Imperative is the most recent of his ten novels. His works have been translated into eleven languages. Hear his insights on gaming, narrative, history and weirdness on the weekly podcast Ken and Robin Talk About Stuff.

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DIVE INTO THE DEPTHS OF DISCOVERY!



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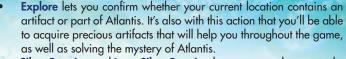
TLANTIS

Prepare yourselves, intrepid explorers, for an unparalleled underwater adventure with *Finding Atlantis!* Developed by the visionary game designer Andreas Wilde and brought to you by Synapses Games, this competitive deduction and exploration game promises to take tabletop gaming to uncharted depths. *Finding Atlantis* is an app driven game and only one device is required to start your adventure.

In Finding Atlantis, you dive into the roles of daring explorers armed with cutting-edge technology and a state-of-the-art submarine. The stage is set for an epic quest as you stand on the brink of uncovering the legendary city of Atlantis. The first player to find and explore the lost city will claim victory.

Finding Atlantis blends deduction and exploration seamlessly, making it an amazing choice for fans of deduction and puzzle games alike.

With every inch of the game design leaning into its theme, Finding Atlantis delivers a unique experience reinforced by the integration of its app.



Silent Running and Long Silent Running let you move about secretly.
 These stealth-based actions allow you to move in the direction of your choice without alerting other players.

 Surface allows you to retrieve the cards you've played, but it also means revealing your position to other players, and possibly information about your search for Atlantis.

At the start of a game, each player also chooses a Captain card with a unique power. Your Captain's skill can be used to your advantage to gain an edge on your opponents and help you in your race to uncover Atlantis.

In addition, players have a chance to gain artifact cards that provide significant benefits while searching for Atlantis.

Players looking for an extra challenge can also try Pirate mode. This option, selected at the start of a game, will enable mines and expand players' arsenals by throwing two extra action cards into the mix.

In Pirate mode, you will have access to the Drop Mine to try and slow the progress of

your competitors along with the Periscope, to help detect mines and other dangers that might lurk in the sea.

> Don't forget to keep track of your movements and findings, but also to try and figure out where your

opponents are and what information they have gathered.

GET READY FOR AN UNDERWATER ODYSSEY!

As you dive into the tabletop depths, *Finding Atlantis* promises an odyssey of excitement, challenge, and camaraderie. Whether you're exploring with friends or

engaging in a solo quest, the game's lighthearted tone and strategic depth will keep you coming back for more.

Finding Atlantis is not just a game; it's an expedition into the unknown. So, gear up, gather your crew, and be ready to make history. The sunken city awaits, and you're the one to find it!

Get your copy today and be part of the gaming sensation that is Finding Atlantis! Uncover the mysteries that lie beneath the ocean surface and make tabletop history. The race is on to be the first to discover the elusive lost city!

THE SUBAQUATIC GUIDE

Finding Atlantis comes with a cutting-edge application that generates over a million different sea charts, which is a game-changer in itself. Not just a digital companion, but an integral part of the game, in addition to offering an immersive tutorial, the app also manages your gaming session, allowing

you to perform the various moment-to-moment inputs with ease. The app guarantees endless re-playability, offering a new and dynamic experience with every session.

The race for Atlantis can be enhanced with the addition of Al controlled U-Bot players, allowing players to enjoy solo games or to combine U-Bots with friends.

AN IMMERSIVE GAMEPLAY

As you navigate the vast ocean depths, your decisions matter. Use your actions to move about and explore the seabed. Search for traces of civilization to discover precious artifacts and the lost city of Atlantis itself.

During your turn, you select and play two cards from your hand. You'll need to use your wits to manage the cards at your disposal. To play a card, all you have to do is scan it with your device, and thanks to the recognition technology of the application, the app will take care of the rest.

Here are the basic actions available in Finding Atlantis:

- The Sonar gives you information on the topography around you and indicates the presence of seamounts. Traces of civilization are always nearby.
- The Jelly Rod allows you to scan around your submarine and detect traces of civilization.

Carl Brière is the publisher and founder of Synapses Games. He has been active in the board game industry for 15 years, and his mission is to create connections among players, just like the synapses of neurons! He is passionate about strategic and cooperative games with lots of player interaction.





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Alan R. Moon & Aaron Weissblum

- in the –

LET THE JOURNEY BEGIN!

Travel the country as you chart your course, using destination and transportation cards. With a little planning and a dash of luck, can you best your fellow travelers in a race to complete a 10-day journey?

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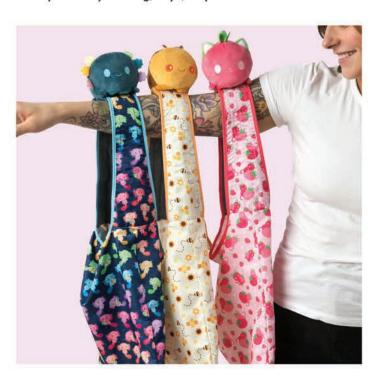
First, we created the award-winning Reversible Octopus Plushie, a viral stuffed animal that flips inside out and helps people express their emotions. Now, we're bringing you new products, fresh designs, and fantastic worlds where you'll discover even more amazing plush products. Every month, we will release a new collection of unique and innovative plush products.

The Original Reversible Plushies that you know and love are getting an exciting update. New materials and printed designs mean softer, cuddlier plushies and a wider variety of colors, patterns, and expressions. These plushies will be available in 4, 6, and 8-inch styles, as well as 3" style blind boxes. Each of these reversible stuffed animals has two different faces, so it's like having two plushies in one!

Outside of Reversible Plushies, we're excited to expand into the world of adorable plush wearables! In 2023, we launched Plushie Tote Bags and sold 10,000 units in the first week. Plushie Tote Bags are adorable plushies with a hidden tote bag inside. Simply open the velcro storage pouch at the bottom to reveal a unique printed bag. The bags hold up to 22 pounds and is made from 100% recycled plastic bottles.



This year, we are releasing our first ever Plushie Fanny Packs, with cute faces and enough storage to hold all of the essentials! We also introduced Plushmates Besties, adorable plushie keychains that hold hands! Each plushie has magnetic hands that make them stick together, and a plastic keychain so you can clip it onto your bag, keys, or purse.

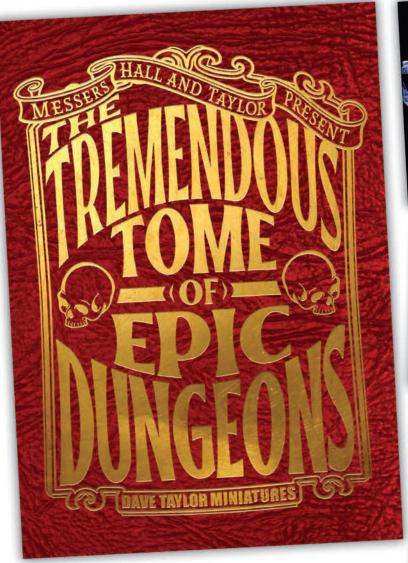


Plushiverse creations are a hit with both kids and adults, and a variety of styles and animals means there's something for everyone to love. You can shop all Plushiverse products at TeeTurtle.com. Stay tuned for new animals, patterns, products, and more!

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We design t-shirts, plushies, games and accessories to make you smile! What started as a one-man operation in a tiny Baltimore apartment has since grown into a team of creators who all collaborate on our completely original designs.

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Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

THE TREMENDOUS TOME OF EPIC DUNGEONS (160p) - \$55 MSRP







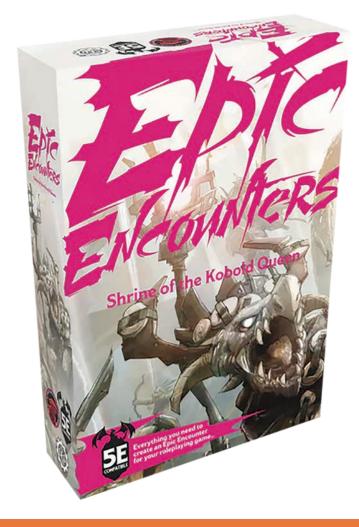


WITH DAVE TAYLOR

EPISODE #68: ANALOGOUS COLOR SCHEMES

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintipobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.



SOMETIMES YOU SHOULD KEEP YOUR COLORS CLOSE

Typically, when we talk about picking color schemes for our models, we'll focus on choosing "complementary colors" or those that sit opposite each other on the color wheel. Common examples of these choices are red/green, yellow/purple, and blue/orange.

Sometimes, however, we can have some fun and go for what are called "analogous colors" – colors that sit alongside each other on a color wheel. For this example, I've chosen red as the main color for this beast, the Magma Belcher Basilisk. This first layer was achieved with some of The Army Painter colored spray primers.

The secondary colors that sit alongside red on the color wheel are orange and purple, so they became my choices for the next steps. If you were going for a mostly green analogous scheme, you'd use yellows and blues as your secondary colors. If your main color was blue, you'd be thinking purple and green. Make sense?

This approach to selecting colors can be a lot of fun. Instead of using hue to create your contrast, you get to focus on things like tone (light or dark) and saturation (dull or vibrant). For our Basilisk example here, I've chosen both. The main body is quite dark and desaturated (for a red), while the purple is wonderfully saturated and bright.

The miniatures used as examples on these pages are from the Epic Encounters: Shrine of the Kobold Queen set from Steamforged Games.

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I started with a coat of The Army Painter Matt Black spray primer, and then sprayed The Army Painter Pure Red primer from above.



I then drybrushed the beast with The Army Painter Lava Orange.



I lightly drybrushed the beast with The Army Painter Daemonic Yellow.



I then painted the shadows and underbelly with The Army Painter Magecast Magenta.



Once dry, I applied a layer of The Army Painter Strong Skin Shade wash to the lower areas of the beast.



I then highlighted the bulbous lower jaw by adding Dorado Skin to the Magecast Magenta. Then the details were painted.

COMPLIMENTARY ELEMENTS TOO

Using purples and oranges on this model, while analogous to the red, also gave me an opportunity to use some complimentary colors. There are a few large metallic torcs around this Magma Belcher Basilisk (apparently kobolds are into falshy jewelry for their pets) and I painted these with gold, which is complementary to the purple. The left foreleg is resting on a rock, so I used a blue-grey to paint this as complementary to the orange drybrush on the skin.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and



genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life

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WEREWOLF THE APOCALYPSE RPG: 5TH EDITION CORE RULEBOOK (RGS 01136)

From Renegade Games Studios, reviewed by Eric Steiger



I have to admit, when the first edition of Werewolf: the Apocalypse debuted in 1992, it never really grabbed me. "Ecoterrorist werewolves trying to control and channel their rage at evil, faceless corporations for intentionally destroying the earth in the name of profit" didn't seem like a particularly relatable premise, especially compared to the deeply and darkly personal and romantic pathos of Vampire: the Masquerade. 32 years later, it now seems eerily prescient, which is probably why Renegade Game Studios chose to release this newest edition.

Even by World of Darkness standards, the subject matter of this game is dark, and Renegade and its writers pull no punches. The Apocalypse isn't coming; it's now. We're not in the battle to save the planet; the battle is over, and the planet lost. There is no saving it, and the question now is simply what you, as the Garou, supernatural guardians tasked with its care, are going to do before the end - fight futilely to slow down the inevitable? Go out in a blaze of revenge against the nameless, faceless forces responsible? Or ignore the larger, bleaker picture and simply fight the day-to-day, here-and-now battles to make things as good as you can for those around you? The 5th Edition of Werewolf allows for all of these things, and makes no judgment upon what you decide, while giving you the tools to question, examine, and debate these themes among your playgroup. One of the clearest themes of this game is that every werewolf is a philosopher, whether they want to be or not. This is definitely not an RPG of mindlessly exploring dungeons and looting treasure, it's more nuanced.

The game's mechanics remain largely unchanged from previous editions, and use the standard "White Wolf" format: generally, the Storyteller (GM) sets a difficulty level for a task from 2-10, the character adds together the values for the appropriate attribute and skill (thankfully, the unnecessary talent/skill/knowledge distinction from old editions is gone) and rolls that many d10s; however, many meet or exceed the difficulty determine the level of success. Naturally, the book has everything we've expected by way of crunchy bits merged with flavor from three decades of editions of Werewolf: 5 different Auspices (moon phases), each corresponding to a role in





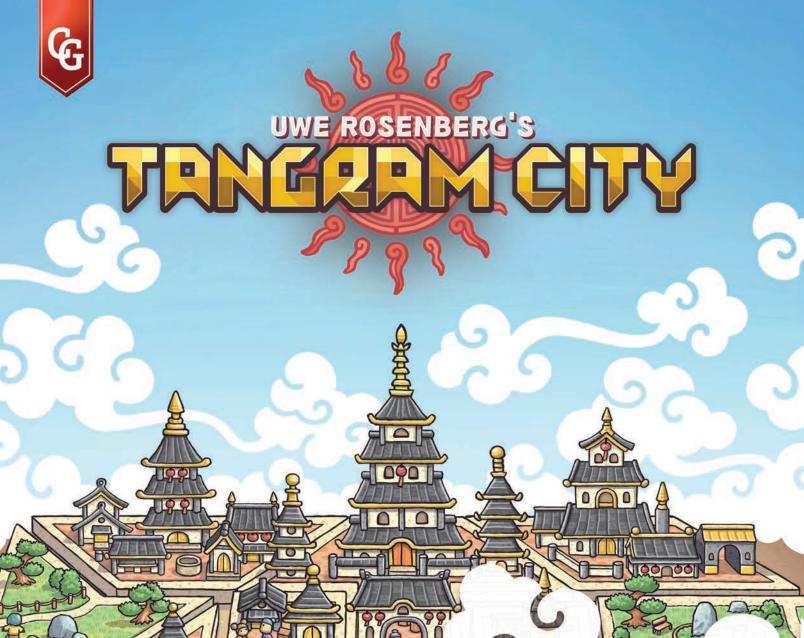
werewolf society; 11 different tribes, each with a patron Spirit and different outlook on life; 5 different forms running the span between human and wolf forms; and a huge litany of supernatural Gifts, Rites, and equipment, all of which have their own different descriptions and mechanical effects. Yes, you can "min-max" a character to be an unstoppable killing machine, but more to the point, even the weakest Garou already is one. This game is far more interested in the reasons for, and consequences of, the violence that you are heir to. One of the most fundamental questions of this game is how a race of living violent solutions deals with problems that can't be solved with violence.

One of the things I most appreciate about this edition is its advice for considerate play. RPGs have changed a lot in the past 30 years, and one of the biggest changes is the simple understanding that uncomfortable topics make people uncomfortable. Some people want to be discomforted by roleplaying games. Some don't. Some want to explore certain topics that make others uncomfortable. Numerous techniques and tools have evolved in the roleplaying community for how to address subject matters that players may not be comfortable with, and the last appendix of the book contains a discussion on them and some of the items you may or may not want to include in your Werewolf game.

Like any roleplaying game, Werewolf: the Apocalypse 5th Ed. is what a playgroup makes of it, but it's clear that the tools are here to make something profoundly moving, haunting, and meaningful, all bound together in a beautiful, full-color book with fantastic illustrations, easy to read layout, and comprehensive tables of contents and indexes (far more important in an RPG than you might think!). Whether you're an old veteran of the last 30 years looking to see how a game you might have forgotten about has become frighteningly

relevant again, or a brand-new player exploring the gothic-punk World of Darkness for the first time, have a nice Apocalypse.

Eric is your friend, and friends wouldn't let you play bad games.



PUZZLE TOGETHER A HARMONIOUS CITY WORTHY OF A QUEEN!







DUNE - IMPERIUM (DWD 01000)

From Dire Wolf Digital, reviewed by Brian Herman

**	1 - 4 Players	#	1 - 4 Players	
Ø	60 - 120 Minutes	8	\$55.00	

"In all the known universe, there is no more precious resource than the spice melange. Found only on the harsh desert planet Arrakis (also known as Dune)..."

So begins the rulebook for *Dune: Imperium*, published by Dire Wolf Digital games, and what an opening line it is. Steeped in lore and mythos, the story of *Dune* originally based on a series of fantasy science fiction novels and adapted by Hollywood (not once but twice) shows no signs of slowing down. I had originally given the game a soft glance and shrugged it off as the latest film adaptation in a long line of "movie" based games, and I'm here to eat a proper serving of crow, because I can tell you unequivocally, I was wrong. While I am not a superfan of the Dune books and movies, I understand enough of the property to be considered knowledgeable in it. What I do know, however, is games. Dune: Imperium has legs. Long, sand-striding legs that carry it beyond the scope of a single motion picture and well into a favorite at the game table. Come along with me and immerse yourself in warfare, political intrigue, and a solid game engine.

"...control of the spice is a focal point of conflict among the great houses of the Imperium."

To play, set up the board in the center of the play area. Each player picks a noble from one of the great houses, a set of tokens, agents, troops, and command flags in their chosen color and receives a starting deck of 10 cards. A player token is placed on the victory point track at the bottom, and three troops in each player color is placed in each player's garrison. A deck of cards is shuffled and 5 cards from it are dealt beneath the board, creating the Imperium row. 3 stacks of face up cards make up the Reserve row adjacent to the Imperium row. A deck of Conflict cards is created and set in the game board, and finally each player is given one single water token to begin their journey for power on the desert planet.

"Conflict is inevitable, and it's outcome is uncertain."



Dune: Imperium is played over a series of 10 rounds, or until a single player reaches 10 victory points, whichever comes first. To begin each round, the top card of the Conflict deck is flipped face up, dictating the location and rewards for the round's battle. Each player



in turn has the choice to take Agent or Reveal turns. To take an Agent turn, a player can discard any card from their hand with a symbol that matches a board space they can move an Agent to, then moving the Agent there and resolving that space. With both generic spaces and faction specific spaces to be filled across the board, players can choose every round to either gain supplies or strengthen their ties to factions, choosing sides in the planetary conflict.

"One thing is certain, however...."

Usually once a player runs out of Agents they will take a Reveal turn, revealing the rest of their cards and adding up their influence to purchase a card from either the Imperium or Reserve row to use on a future turn. The cards that can be purchased are both flavorful to the IP and powerful across the board. After all players have placed agents, and purchased cards, the final step is comparing each player's strength score from troops they have recruited and deployed to the conflict, with the highest value gaining the highest reward for the turn.

"He who controls the spice controls the universe."

I had the privilege to play this with not one, but two superfans of the source material. In both instances, the people in question were astounded as to the depth and complexity of the commitment to the property in both small and meaningful ways, full of delight and surprise. Without as much knowledge, I was able to focus my criticism on the gameplay itself. The balance between worker placement and deckbuilding I found to be both elegant and fine-tuned, with cards that serve multiple purposes every round and decisions that need to be made. Do you focus on conflict and war, or do you instead garner your allies politically? The answer is never certain in the world of *Dune*.

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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SALTON SEA (DVR DEVSALTON)

From Devir Americas, reviewed by John and Dell Kaufeld

**	14 & Up	#	1 - 4 Players	
Ø	45 - 60 Minutes	8	\$39.99	

In a time when global warming, alternative energy, and electric vehicles seem to be on everyone's mind, the Salton Sea in California feels like a mirage.

This single location offers geothermal energy, brine water, and raw lithium salts. With the right technology, a company could use this combination of resources to generate clean energy while making a tidy profit on lithium.

In Salton Sea from Devir Games, the players operate small companies that gather raw brine and process it into geothermal energy or lithium which big corporations want to buy. You operate your company with the goal of making money for yourself and creating value for the big corporations, which in turn makes you money through stock investments.

Grab a sun hat (this is the California desert after all) and explore the top five things you need to know to make green profits in Salton Sea.

SET IT UP WITH CARE

When you first open the box, the game's contents feel a little overwhelming. That's mostly because Devir included rulebooks and quick reference cards in five languages. Just dig through the stack to find your preferred language and set all the others aside.

Fair warning: You'll need plenty of space to set up Salton Sea, especially if you're playing with four people. This game spreads out, so be sure you have the space available.

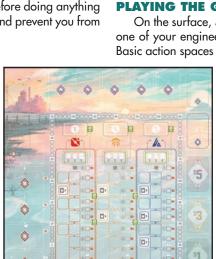
Setting up the game means dealing with six decks of cards. The trick is reading all of the instructions for a step before doing anything with that step. It'll save you pain and heartache and prevent you from shuffling the wrong decks (*cough* like we did).

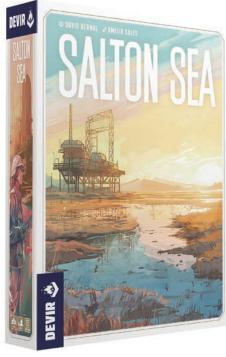
NAVIGATING THE BOARDS

Each player gets their own company board and a set of matching tokens. The company board contains spaces for all of the actions you can do each round. It also tracks your company's development advances, warehouse space, and damage to your drill and processing machinery.

The main game board contains six major areas. On the left, it begins with the available claim cards. Next to that are the tracking spaces for the three corporations you'll do business with.

Above the corporate info are the five objective cards that tell you how to earn bonus points in this play. Finally, the far right side of the board





hosts the row of research cards, the available contracts, and the action cards. The board only includes spaces for the face-down decks; the rows of cards will spread out across your tabletop.

PLAYING THE GAME

On the surface, Salton Sea's basic gameplay is very simple: Place one of your engineers on an action space and perform that action. Basic action spaces are on your player board.

> They let you do everything you need in the game, but they're not the most efficient options. When processing brine, for example, the basic action space only lets you process one brine unit. That's fine at the beginning of the game, but soon you'll need to do more.

> That's where the cards fit into the game. To improve your company's abilities, you acquire and play research, contract, and action cards. Your player board has a limited number spots to store research and contracts. You keep action cards in your hand until you play them, and you can have as many of them at one time as you want.



















RUNNING YOUR COMPANY

When playing Salton Sea, you feel like you're really running a company. Your available actions fall into three broad categories: Industrial, commercial, and management.

Industrial actions focus on gathering raw materials and processing them into finished goods. They include getting licenses and drilling wells, extracting and processing brine, and maintaining your machinery.

In the commercial actions, you sell products for cash. You also get and complete contracts with the three big corporations to grow your company, earn money and victory points, and gain corporate shares or free cards from the board.

The management actions focus on making your company more efficient and profitable. These include researching new ways of doing things, developing projects, getting financing, and investing in shares of the three corporations. There's also a very valuable "repeat an





action" space that will save your bacon many times during the game.

PLAYING WITH THE ROBOT

As a new empty nester, I appreciate Salton Sea offering a robot opponent for solitaire play. A small deck of cards presents the actions the robot takes on its turn.

The solitaire game set up starts as a standard two-player game, then you remove

some of the research cards and profit-sharing tiles. Each turn, you deal four cards face-down from the robot deck. These determine what the robot will try to do on each of its actions.

The robot deck has four starting cards and five advanced ones to give you variety in what the robot does and when it tries to do it.

VERDICT

Salton Sea is an impressive business game with tons of player choices. It delivers high replayability thanks to the random appearance of cards from the various decks and a varying set of both immediate and game-end bonus conditions.

Once you get comfortable with the game's iconography, it's easy to figure out what all of the cards do. The rule book helps you there as well with detailed explanations of most every card in the game.

Having a single-player mode earns Salton Sea extra points from us, since few things are sadder than a solo player staring at a shelf of multiplayer games.

If you like simulation-style games that stretch your strategic brain and give you a new mix of options every time you play, you'll love Salton Sea. Recommended!

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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TIME DIVISION (CGE HG015E)

From Heidelbar Games, reviewed by Whitney Grace

YP	12 & Up	#	2 Players
Ø	20 - 60 Minutes	8	\$29.95

Anthropomorphized animals are a storytelling trope as old as humanity, and we usually see them in children's animated films, TV shows, or books. However, the creative game designers at Heidelbär Games have utilized anthropomorphized animals i a time traveling epic that defies astrophysics.

Two parallel timelines have suddenly merged into one and two temporal agencies are determined to protect the new timeline. The Golden Hourglass boldly operates in the open while the Black Watch hides in the shadows. Each agency wants to stabilize the timeline, but they must hurry as redundancies are being erased. Players act as new recruits to either the Golden Hourglass or Black Watch. Adhering to their selected agency's ethics, they must influence people and events to ensure their agency continues to exist.

Time Division can be played as a quick game over a single era or as a longer version with a three-era campaign. As new recruits, players are sent to ancient Egypt, the Dark Ages, and the 1980s. The ages are represented by brilliantly illustrated cards with appropriate fashion and props. The game includes a manual, game board, 60 character cards, two card platforms, one metal coin, one VP token, and one overview sheet. To begin a quick single era game, players pick their agency, then place the game board in the middle, flip the metal coin to select who goes first, and put it on the corresponding spot on the board. Place the card platforms on their designated places, next remove the two time traveler cards from the ancient Egypt deck, and shuffle the remaining cards. Deal the cards into equal piles and place them in their temporary spaces on the board.

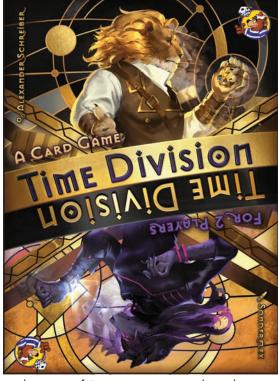
The game board is divided into five locations designated by icons: decision space, influence area, the past, independent stack, and temporary space. The cards are color coded indicating their action. The blue cards affect you, the red effects your enemy, black is neutral, and yellow meets condition.

Time Division's first phase begins with the draft as agents simultaneously draw three cards from the tempo-

rary space. Players may look at their cards but one must be placed down in each of the following areas: independent stack, in front of your enemy, and in front of yourself. Repeat these actions until all of the cards are equally divided. Agents take the six cards in front of them to start playing.

The second phase consists of six rounds, and it starts with the agent who has the coin. They play one card from their hand face up in the decision space. The second agent does the same. Next compare the influence values on the cards and move the coin to the higher value. The coin-owner can either trigger the card to send it to the past or collect the card into their influence era. Triggering a card results in different effects: standard, delayed, check, and modified influence. After all six cards are played, the era ends, agents add up their influence values, and whoever has the most points wins the era.





The trickiest part of *Time Division's* gameplay is learning how to master the triggering of effects. It's especially important during the 1980s era. The manual includes detailed instructions about proper triggering and has QR codes that lead to videos with live demonstrations. Every game has its own specific rules that are at first confusing but the more you play the better you get. This fits into *Time Division's* overall theme of outwitting the rival agency and taking control of the timeline.



I do wish that *Time Division's* had more than three eras to play; you go from ancient Egypt and the Dark Ages to the twentieth century in the 1980s. It would be phenomenal if Heidelbär released booster packs with new eras (i.e. dinosaurs, Renaissance, 1920s) and more new art. I could even see the brand expanding with a comic book or novel that explores more of the game's lore, as it is quite compelling.

Time Division is fun, new take on the time traveling trope and anthropomorphized animals, and is sure delight gamers of all ages.

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



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DESTINIES (LKY TLD-R01-EN)

From Lucky Duck Games, reviewed by Thomas Riccardi

1 - 3 Players #14 & Up
120 - 150 Minutes \$54.99

When I was around nine years old, I went to my friend's yard sale, and he was selling two copies of a game that no one had ever heard of before. The game was called *Dungeons & Dragons* and it introduced me to the world of role-playing games. One of the problems with games such as these is there needs to be someone running the story. What if there was a game that could allow you to experience rich stories without the need for a Dungeon Master? This is the premise behind a new game crafted by the folks over at Lucky Duck Games. Welcome to the world of *Destinies*.

The core set is filled with everything that you will need to play this game including 67 map tiles that have an explored and unexplored side, and 31 miniatures which depict everything from the heroes themselves to various monsters and npc's that you will encounter along the way. There are

also 150 item cards and 15 destiny cards and each of these are characters that you can play in the game. The Destiny cards have two different destinies that you can fulfill, and if you meet the criteria for one of these you win the game. Destinies also comes with two different types of dice (main and effort) which we will go into just a bit. The rest of the components are three game boards and various tokens and markers to represent Gold, Skill, and points of interest. This game doesn't require a game master, but you will need an app to play (available not only on Google Play and the App Store, but Steam as well).



The base game comes with five different scenarios however, in order to learn the game, it's recommended to play the "Nature of the Beast" scenario. This is a standalone tutorial; the rest of the scenarios form a campaign that can be played in longer sessions. Once the scenario is chosen you read aloud the introduction and the app presents you with characters that you can play. Each player will choose one of these characters along with a player board, two main

dice and three effort dice, one coin and the corresponding destiny card and miniature. The app will then tell you how to set up the game board along with which tiles to put down, where to put point of

interest markers and placing the miniatures on the starting map tile.

Sequence of play is broken up into three phases which are:

Start of the Turn: You can replenish one effort die as these can be used for upcoming tests that are broken down into three categories. Intelligence which focuses on talking with a character or focusing on a specific task. Dexterity dealing with your character's prowess such as avoiding a patrol or climbing out of a pit. Power which involves your strength and is used in situations where you might be fighting a monster or running a long distance.

Movement: Each player can move up to two tiles away from their current location. However, if the player lands on an unexplored tile they must stop immediately. Once the character reaches the unexplored tile it is flipped over, and a point of

interest marker is placed onto the tile. Two unexplored tiles are placed adjacent to the tile that was just uncovered.

Point of Interest: Once your character reaches a point of interest you will then click it in the app and a variety of choices will appear to the player. Any of these options can be clicked in any order however, each of these options can only be clicked on once. Interactions can also occur in these spaces that will give the player a choice between one of two options. Tests can also occur as well as you might encounter monsters or have to talk with someone as you roll the two main dice you are assigned along with as many Effort dice you choose to expend. As you roll the dice you will compare it to the skills located on

your player board and if they are less than one of them you will accumulate successes. If you meet or exceed those successes, you pass the test. However, if you fail in combat you will need to move the skill markers on your board which will make it harder to pass certain tests. There are



also certain item cards that you can acquire during the game that will assist you with various tests as well.

Destinies is a wonderful game that you can play with others or even solo without the need for a game master. And there are expansions that are available that add even more characters, monsters and quests to this world. For more information on this and other head over to https://luckyduckgames.com/ and get ready to fulfill your destiny!

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day

when zombies, vampires or aliens invade.

GTM APRIL 2024 95



THE GREAT GTM GIVEAWAY: STONESPINE ARCHITECTS EDITION!



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For our April issue, Game Trade Magazine is teaming up with Thunderworks Games for a dungeon-building giveaway!

One lucky winner will win a copy of Stonespine Architects, courtesy of the great folk at Thunderworks Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on March 25th and will close on April 22nd, so don't delay!

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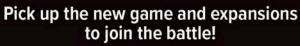
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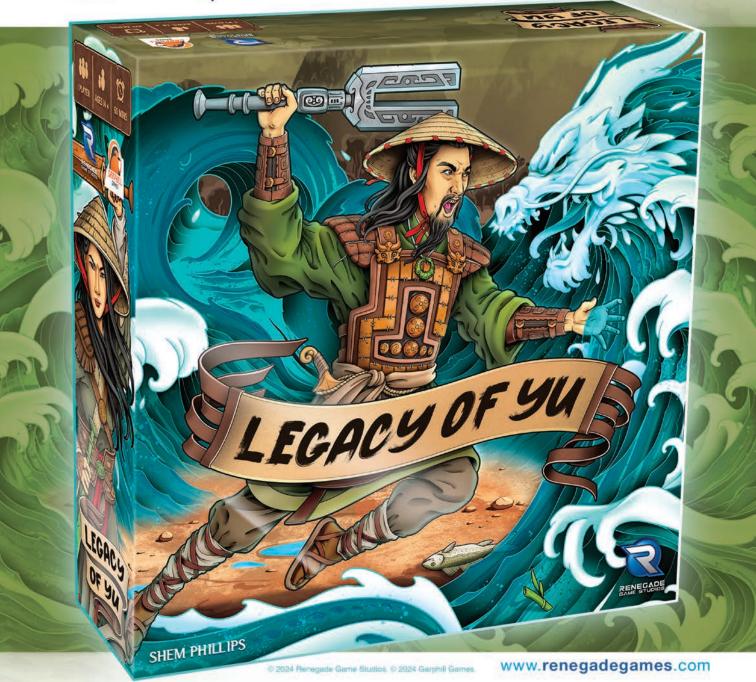
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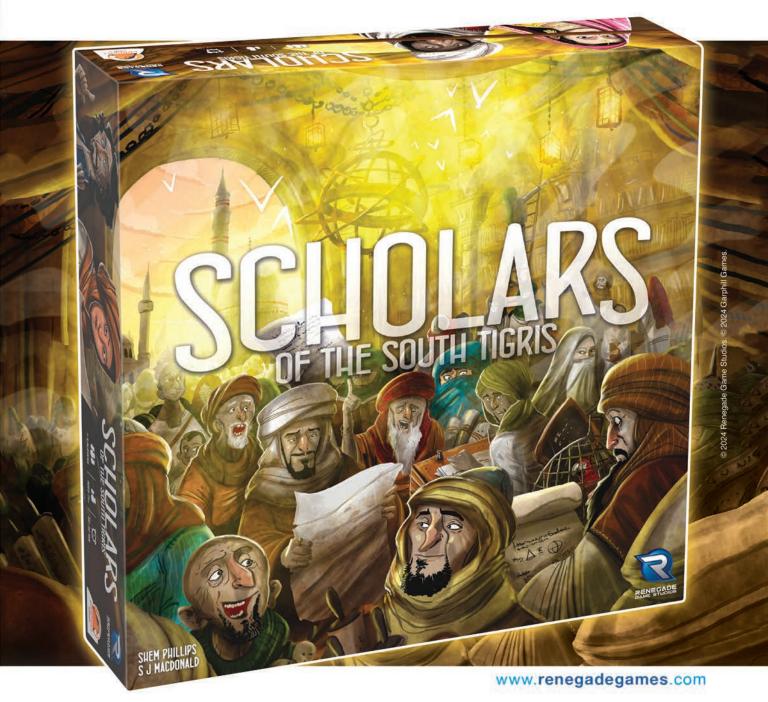
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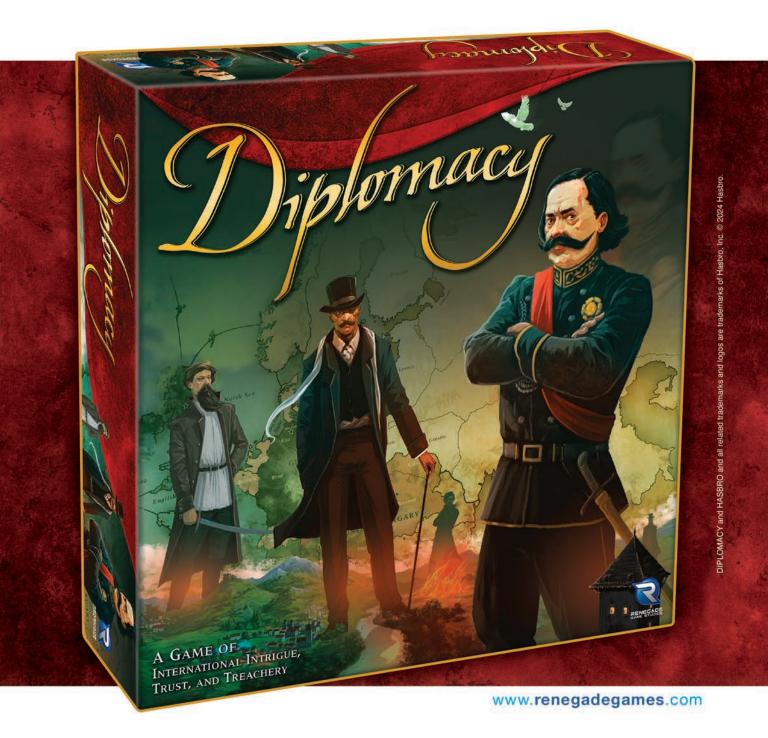


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